

## **Building the Dungeon**

### **Dungeon Aesthetic**

d12

1. Designed to accommodate alien/giant body plan
2. Meticulously-crafted, smooth stonework, unadorned, impeccably clean
3. Vertical design around central crevasse w/shafts, landings, platforms for ancient public levitation system no longer in service
4. Architect: H. R. Giger on an acid-fueled bender with unlimited budget and massive slave labor force of highly skilled artisans
5. Dark whimsy: a Disneyland of fear and death
6. Slopped together w/minimal outlay and effort, functionality compromised, doors barely work
7. Natural beauty of cavern system preserved and subtly enhanced, chambers linked by faux-natural causeways
8. Mind-bending baroque design: countless sculptures, tapestries, bas reliefs, mosaics depict events of terror and bloodshed
9. Interconnected system of cones, spheres and cylinders, cold and clinical, origin unknown
10. Original masonry eroded and dotted with fossilized coral from long-ago period of flooding
11. Jarring tilts and trapezoidal chambers, angled ceilings and floors, a mad-house
12. Rough-hewn functionality dangerously askew after major earthquake, strong chances of collapse, inter-level breakthroughs.

### **Just Getting in the Dungeon is Brutal**

d12

1. Must drain chalice of hot poison for magical entry, saving throw required
2. Via the Queen's magic mirror which leads to the dragon's magic mirror, wherever he's keeping it these days
3. Teleported in by anointing head with the blood of the Ogre Czar
4. Pass through permanent dimension door at the top of a 1000 meter tree

5. Locate dungeon door only in dream state induced by exceedingly rare cave fungus that grows on hell hound droppings
6. Leap through the top floor window in the Spider-lich's spire
7. Mega-swarm of moon moths provide lift to cloud door if first charmed by series of elaborate rituals w/plenty of dancing and blood sacrifice
8. Navigate reeking sewer-maze beneath the city of extinct titans
9. Only known entrance at the base of inverted pyramid on the moon
10. An arch-devil must agree to show you the way
11. Unlocked door in the wall of cavern thousands of feet beneath the ocean surface, ancestral burial ground of the intelligent cephalopods
12. Monumental excavation effort requiring huge labor force toiling night and day for months, all the while terror-mummies claw their way up from the deep sands

### **Interdungeon Connectivity**

d12

1. Maze-like tunnels in constant state of flux burrowed by giant stone-ants cursed with perpetual gold fever by the earth gods, smell gold w/in 100', relentlessly pursue treasure laden adventurers, constantly loading random dungeon rooms w/debris in lieu of ant-hill
2. Sorcerer w/bio-mechanical mole machine and array of detection spells made trips from one juicy treasury to the next, leaving 10'round passages in wake, huge scorched zone where mech-mole finally blew up
3. Wicked iron-dwarfs tunnel up from below, install magma pipeline, extort tribute from dungeon powers-that-be with threats of molten doom, deep hub accesses several dungeons
4. Everyone knows colossal chthonic worms, compelled by the gods to forever circle the earth in subterranean orbit, often inadvertently chew connections between disparate dungeons, can't be stopped, worm-prediction sorcery, constant repairs just the cost of doing business
5. UFO materialized in evil wizard's lair on deep level instead of expected demon, used disintegration field to bore its way to freedom, but not before intersecting with nearby complex, disintegrating the Dungeon Overlord in the process, creating frantic power vacuum situation w/much backstabbery and preemptive striking among the factions

6. No one knows why the migratory laser-trolls blast their way from dungeon to dungeon, probably something to do with their complex reproductive cycle, too gross to contemplate
7. Very friendly giant sentient fish in mythic underground river willing to swallow adventurers, transport to adjacent dungeon, regurgitate, no payment required, they just love to do it
8. System of totally automatic superconductor-propelled subway cars link many known underworld sites, left over from earlier civilization, 65% of routes still in perfect working order, 35% lead to catastrophic plunge to earth's core or some such lethal end
9. Roots of mythic world tree penetrate several underground locales in their meanderings, retreat from sources of evil/eldritch unpleasantness, spiraling passages left behind
10. Looks like a 10' deep pit, false bottom opens into corkscrew chute that launches any who enter into an hours-long amusement park thrill ride terminating in neighboring dungeon's prison level, multiple saving throws required to avoid dizzy discombobulation w/severe vomiting
11. Monstrous Dungeon Overlord maintains permanent arcane gate between private chamber and well-appointed trysting place in other complex for hook-ups w/foxy gynosphynx
12. Adventurers encysted in adamant sphere, loaded into lava tube, outflow in lowest level of next-dungeon-over, evil dwarf pit crew at destination stand by to extract, collect other half of exorbitant fee

### **Random Dungeon Overlord**

d12

1. Marooned outer being established as object of worship, amasses resources needed to activate trans-cosmic distress signal device
2. World's smartest giant engineers scenario to ignite and maintain world's most continuous debauched revelry
3. Demigod of unspeakable evil and malice brought to lowly state by various earthly addictions
4. Failed war leader from remote alien sphere gathering power to give it another go in campaign world, hubris matched only by general incompetence (except in cruelty and combat)
5. Satan himself, visits campaign universe in spare time, just a relaxing hobby

6. Chrononaut from distant past: dinosaur monarch reincarnated as human-type, uniting powers of darkness to topple nauseating reign of mammals
7. Megalomaniac artist/sorcerer w/sensibilities of Hieronymus Bosch/H. R. Giger, plans to use entirety of campaign world as grand living canvas
8. Champion of Law gone rogue/undercover to sow seeds of Charles Mansonian helter-skelter amongst the surface kingdoms, triggering at last perpetually delayed final conflict
9. Just the standard bitter evil royal from surface kingdom fomenting the darkest possible revenge upon righteous usurpers until contracting lycanthropy and grotesquely disfigured by mind-enhancing fungal infection
10. Eldest god, diminished by laws of thermodynamics, attempts to undermine current reality and set new big bang in motion, builds containment module to sustain essence for special guest appearance in rebooted universe
11. Ascendant deity of Moral Relativism in super-impressive mortal guise, maintains terrible dungeon environment as proving ground for philosophical principles, adventurers and monsters mere lab animals in pitiless doctoral dissertation
12. Dead sorcerer's psyche inhabits incredibly muscular new body to resume interrupted unholy schemes and research, bash a few heads for good measure

### **A Rumor of Dungeons**

d12

1. Vast, yeti ghost-haunted cavern covered in obscene cave paintings allows access to Underworld via mystic doorway that must be constructed of enshrined cave bear skulls
2. Active ooze hive festers under the city, empties into nearby river/lake/sea, visited by famous sorcerer who departed atop perfectly obedient colossal pudding-steed
3. Death row convicts attempting escape tunnelled into unknown chamber, their dessicated corpses appeared on the courthouse steps at daybreak
4. Reasonably sane captain of the watch insists silver hatch appears beneath city wall only when in direct light of full moon, swears invisible things come out
5. Cult membership of the God of Plenty make fortnightly journey to underground complex in adjacent wilderness under the cover of night, never speak of it to outsiders
6. Unpleasant music emanates from farmer's recently dug well

7. Prince's pyramid project halted by lack of shipments from new quarry, trusted captain dispatched to investigate w/soldiery, not a peep

8. Sorcerer's griffin-borne aerial survey detects huge, ornately camouflaged mountain top chimney spewing forth weird gases

9. Rocket-shaped wizard's tower takes off, sub-surface floors left unattended, someone should at least strip the plumbing

10. Dragon moved in to proximate cavern not to plague the land in fulfillment of dire prophecy as is the prevailing wisdom, but rather to jealously guard secret entrance to antediluvian culture's treasure vaults

11. The Fetid Sewers of the Ancients drain into another world

12. War-gangs of ogres and mixed-humanoid lackeys loot frontier towns seemingly emboldened by smart attire, beautifully crafted garments/armor, chaotic evil chic, shields emblazoned with device of the Tailor Below

## **Dungeon Levels**

### **Highlights of Dungeon Level One**

d12

1. Wicked master of mind control accumulates riches by sending his ensorcelled hoard of berserkers on raids of nearby settlements, trade routes and wealthy dungeon neighbors

2. Chain gang of escapees from the Mad Jailer on level two, unwilling to explain the unoccupied set of bloodstained manacles

3. Dead end stair leading down, terminates in illusion-concealed pit filled with green slime

4. Berserker crew assigned to rid the level of giant spider infestation: employ predictably straight-forward approach, heavy casualties

5. Network of passageways and rooms impassably webbed: filled with loot-bearing victims and rather large black widows

6. Conspiracy of neophyte thieves practicing moving silently from shadow to shadow, picking no fights but on the watch for opportunities to improve backstabbing skills

7. Subhumans driven toward the surface by forces below cling ferociously to their lightless culture and meager territory while simultaneously being exploited by said forces

8. Vast and ancient chamber originally accessible only from below: cruder more recent renovations broke through from level one, access to level two, haunted by spirits of extinct prehumans
9. No man's land between subhuman and berserker areas w/improvised barricades, shallow trenches, arrows shooting back and forth: littered with bodies, home to single opportunistic ghoul
10. Skeleton-manned arms production facility, overseen by subhuman thugs
11. Chamber of automatic will annihilation and secret control booth
12. Ogre formerly employed on level two walking out in disgust, muttering about back pay

### **The Cool Parts of Dungeon Level Two**

d12

1. Necromancer's HQ w/secret stair access to surface: uses subhumans as buffer against forces from below, serves as their occasional arcane savior
2. Seemingly bottomless and literally howling chasm separates factions, subhumans have built up shrine on their side, offer sacrifices to the presumed howling deity below, access to levels three and four, mountaineering required
3. Warlock and squad of bloodthirsty henchmen make full study of prehuman ruins, have amassed significant hoard of relics
4. Dripping wet and humid natural caverns descend gradually to the lake on level four, subhumans haul shipments of arms this way, simultaneously disposing of their dead (and the necromancer's failed experiments) to appease predatory cave monsters
5. Incredibly elaborate series of frescoes in vast hall depict in some detail the extra-terrestrial origin of humankind
6. Partially looted royal catacombs of the extinct prehumans, signs of necromantic tampering, access denied by massed skeleton warriors
7. Neutral slug folk protected by small private force of ogre mercenaries (disgruntled): losses incurred in trade war prevent the slug folk from making their payroll
8. Roving miasma of living gasses: stupefies upon inhalation, pursued by subhuman addicts
9. A giant snake with eight insect-like legs roams the corridors, exhaling choking black smoke

10. Herd of elusive dungeon deer on perpetual feeding migration through environs to scattered moss and lichen beds, led by intelligent stag
11. Defensible and out-of-the-way room: automatic party ejector, one-way elevator to surface
12. Gaming halls of slug folk: open to all and sundry, must buy at least 100gp worth of tokens at well-guarded gates

### **Memorable Features of Dungeon Level Three**

d12

1. Grand promenade of the prehuman city: cave tenements, former domain of the subhumans, now housing for cult fanatics awaiting the arrival of their terrible deity
2. Ambient whirring from below as of a great engine pushed to its maximum exertion
3. Anti-subhuman traps around perimeter: tripwire activated catapults loaded w/nails and glass
4. Forum of the prehumans now used by cultists' for public execution of heretics, captured enemies (especially numerous: albino mermen)
5. Deep dwarfs under contract to excavate new vaulted chamber to house cult deity, will disallow any attempt to observe their work in progress
6. Scientific installation of the prehumans, refitted for sorcery by the cult high priests: perpetual contact with deity established via huge half-magic communication device
7. Howling chasm houses large hive of chaos flies, rapidly multiplying and growing more bold in their choice of prey
8. Witch subset of cult finds current leadership sub par, schemes dubious: planning assassinations, looking to hire
9. Foulflow River enters several sections of level, currently alive with aggressive giant phagocytes, harvested as protein source by subhumans, cultists, and several species of subterranean monster
10. Natural caverns gradually descend to level four, former game preserve of the prehuman civilization, still haunted by myriad horrors from the unguessed past
11. Giant river monster like a fetal bird that projects beams of terror from its unopened eyes

12. Deep dwarfs carving out new underworld byway breach gas filled chamber, releasing from stasis horde of headless naked man-creatures with two-handed swords and little regard for their own safety

### **The Vital Bits of Dungeon Level Four**

d12

1. Vast self-luminous lake of clear green water in incredibly huge cavern, partially flooding numerous smaller caves: home to amphibious spiral shelled kraken and their albino merman allies

2. Party of subhumans led by necromancer's chief associate w/shipment of arms and secret communique for the merman theocrat

3. Giant jellyfish that hunt orca-style, beaching themselves to take terrestrial prey

4. Deep dwarfs nearing completion of centuries-long project to divert subterranean river, massive pumping station ready to go online, will instantly alter ecosystem, guarded by ogre and troll mercenaries

5. Half-flooded prehuman undercity, amphibious kraken oversee archaeological study by cult hierophants

6. Waterspouts that seem to target and relentlessly pursue individuals until giving a damn good thrashing or somehow dispersed

7. Mermen training in preparation for amphibious assault on deep dwarf river project

8. Slug folk traders await shipment of subtlest liquors brewed by the mermen, a chatty bunch

9. Domesticated lake monsters provide merman mass transit

10. Merman concierge station administers water breathing potions to underworld traders and dispenses valuable hints on merman etiquette

11. Many-spined city of the mermen and their terrible secret: as a result of curse females savage and terrifying flesh-eaters that must be kept imprisoned in sub-lake breeding dome

12. Wandering deity: towering ebon figure hand fishes with mystically baited line (catch and release), moving slowly about the lake and environs surrounded by fawning merman fanatics incessantly pleading for removal of curse

### **Rooms**

#### **Details For the Otherwise Empty Dungeon Room**



d12

1. Hundreds and hundreds of mouse-size holes of indeterminate depth
2. Walls composed of stone with dimly luminous veins of an unknown compound
3. Scything blade trap just inside the doorway, rusted in sprung position
4. Intricate mosaic spells out obscenities in ancient script
5. Blood trail leading to middle of wall (no secret door)
6. Gummy substance on top, bottom and sides of door: hermetically seals room when closed
7. Some settling has occurred: unusual pitch of floor, walls and ceiling creates optical illusion, seeming downgrade actually gentle incline
8. Sizable swarm of dungeon gnats forms into patterns that appear to be a repeating series of runes
9. Heap of funerary ashes w/unidentifiable bone fragments
10. Packet of extremely old hard tack: now really quite hard indeed
11. Mirrored ceiling, clean(er) spots where furniture used to be
12. All-out insect war in progress: huge colonies chewed into opposite walls, floor strewn with countless tiny casualties, sophisticated troop formations attempting to outflank one another

### **In the Dungeon Larder**

d12

1. Freshly harvested greens, seeds, roots, tubers, fruits, vegetables: 100% toxic to humans
2. Giant-size tins of potted humanoid meats (unlabeled), two-handed can opener
3. Food processing/juicing device operated by hand crank, collection of tumblers w/glass sipping straws, sieves, sinister-looking valves and rubber tubing, impeccably clean
4. Mothballed full service staff of automatons in formal dress
5. Variety of aquariums/terrariums teeming w/live edible creatures (large juicy insects, mollusks, small nearly featureless furry things, etc.) w/nearby barbecue pit and iron skewers standing by

6. Casks and kegs filled with ichors, blood, bile, and other assorted body fluids
7. Heads aging in closet
8. Rather sparse in the food department, booze selection fully stocked and tastefully chosen
9. Great loaves of dark brown bread cooling on rack, lots of small birds baked in
10. Disturbingly stinky wok, weird mutant fish from unknown depths on ice, not so fresh
11. Yesterday's paella getting ripe and crusty in unwashed vessel, empty liquor bottles scattered about
12. Mortar/pestle, tablet-making apparatus, many jars with powders of every hue, chunks of soft chalky stones, large sacks loaded with coin-sized pills

### **In the Dungeon Torture Chamber**

d12

1. Chatty fire elemental in brazier loaded w/irons
2. Extensive library featuring tedious volume after volume (ex. full and complete history of the slug men, compiled minutes of the mercantile league's monthly meetings going back decades, genealogy of hyper-prolific halfling clan), podium, megaphone
3. Highly trained torture bard w/100% success rating, enchanted Lute of Excruciation
4. Heap of bodies w/hollowed skulls, brains kept alive in nutrient bath, housed w/in arcane agonizer units
5. Team of highly specialized dungeon fairies w/surgical approach to extracting secrets
6. Temporarily abandoned confessor strapped into torture apparatus, unbroken, much valuable information unrevealed
7. Half-dead giant in huge iron maiden, ready to strike bargain for release and will abide by any terms set
8. Face and lips stretching device for use upon the vain
9. Spiked pit/adjustable bungee cord arrangement

10. Separate holding chambers each w/gated partition, adjacent rooms filled to gills w/rats, scorpions, ravenous giant fleas or etc.

11. Walls adorned with stunning variety of hooks, barbed implements, tongs, pincers, vices, blades of every description, pokers, prodders, whips, bludgeons, an axe for any occasion, hammers, nails, etc. etc.

12. Torture chamber/gymnasium set-up wherein masked inquisitors use spare moments to keep their muscles rippling for maximum efficiency

## **Dressing**

### **Dungeon Audio**

d12

1. Ambient grinding of tectonic plates
2. Distant crowd roars in approbation
3. Colossal footfalls draw inexorably nearer
4. Just beyond sight, a chitinous skittering
5. From below: a thunderous collapse
6. A series of staccato reports
7. Echoing voice screams out praise to unknown gods
8. Ahead: the distinctively insane piping of the cube jelly
9. Human-like choir of the highest order
10. Pathetic puppy-like whimper (mating call of the tomb worm)
11. Impossibly, the sound of heavy rain and thunder
12. Unseen orchestra performs selections by Basil Poledouris

### **Dungeon Corpses**

d12

1. Dead thief collapsed half-way through a secret door
2. Eleven dead man-apes covered with sucker marks
3. Three dessicated husks of the dwarfish persuasion
4. Human-type creature blasted to tiny bits

5. The head of a hill giant with a message in his teeth
6. Area filled with reeking/disintegrating horror of ichor and tentacles
7. Five bandits and their leader fallen upon own swords
8. Three ornately armored warriors crushed almost flat
9. Two green halfling bodies still clutching their throats
10. Beheaded dragon (loot free)
11. Spear-impaled berserker with sword thrust through face of adjacent berserk
12. Wizard with smoking neck-stump

### **Dungeon Statuary (Inanimate)**

d12

1. Smashed fragments of classical-type statues wired together into startling aggregation of body parts
2. Three-dimensional representation of multi-dimensional entity: staring at shadow causes debilitating sensory bewilderment
3. Megalodon-sized stone jaws of A'chth the All-consuming: heaped with freshly sacrificed comestibles
4. Huge ancient earthenware bowl of unknown provenance set on grand pedestal (recent work): filled with green flames that utterly destroy anything placed inside
5. Colossal fertility idols of the extinct giants
6. Totem pole-like column of unknown creatures topped with a human form: yields disturbing evolutionary facts
7. Incomprehensibly abstract design: magic-enhanced study reveals 3D map of dungeon
8. Ancient king in primitive garb: facial features dead ringer for one of the PCs
9. Bas relief hewn into dungeon wall portrays titanic god-monster emerging from underground and smashing surface civilizations Godzilla-like
10. Stone-carved coin of the realm on pedestal, 12 feet in diameter
11. Henge-sized stone slab inscribed with entire history of extinct people in tiny letters

12. Polished granite dodecahedron surrounded by tiny figures bent in supplication

### **Even the Doors are Weird**

d12

1. Made of semi-permeable tissue: only organic material may pass through
2. Enchanted talking door w/ service-oriented attitude, only knows about things a door would care about
3. Composed of a living aggregate of insects clinging to one another: strict entrance policy
4. Fashioned of cast iron and set in solid stone with 3 giant deadbolts on the outside
5. Randomly opens and closes w/ damaging force
6. Unauthorized tampering activates hysterical magic mouth alarm: "They're touching me! They're trying to open me!"
7. Door made entirely of doorknobs: must turn correct knobs in succession for entry
8. Carved in shape of ogre face with gaping maw: must be fed for entry
9. Coin slot above handle: 10 gold pieces to unlock (each way)
10. Surface of door has 5 hand-shaped indentations: opens when all are occupied simultaneously
11. Several life-like eyeballs set into door closely scrutinize those in proximity
12. Surface of door inscribed with huge letters reading "You are weak.": combined strength of 4 men required to turn huge knob

### **Fluids in the Dungeon Well**

d12

1. Single tear of a titan shed in cosmic anguish
2. Clear lubricant 100 times more slippery than oil
3. Dwarf water: magically condensed, one small vial/day to maintain peak hydration
4. Enough deadly virus-laden slough to infect a city or two
5. Black water: potable but temporarily renders skin as pitch
6. Digestive juices of the well-shaped beast

7. Repulsive soup of decomposition
8. Industrial-strength solvent
9. Liquid nitrogen
10. Protoplasmic stew burgeoning with Cambrian explosion-like panoply of novel life forms
11. Nutritionally complete monster fuel
12. Liquid evil

### **It's on the Ceiling!**

d12

1. d100 Swords of Damocles
2. City of the Intellectual Bats
3. Manhole-like trap door to maintenance level
4. Tapestry of webs depicting events in spider history
5. Stalactite pueblo dwellers: evil dungeon fairies
6. Adventurers impaled on barbed spikes
7. The furniture: nailed up by prankster
8. Alarming amount of dripping water and muddy seepage
9. Pulsating illumination from strange glass tubes in metal fixtures
10. Shriekers!
11. Eyes (d1000)
12. Hand-chiseled diagram of dungeon level

### **Puzzling Evidence in the Corridor**

d12

1. Shallow hole in wall with debris and broken pick lying nearby
2. An unidentifiable green stain on the floor, smells a bit
3. A still-smoldering torch
4. Heaps of recently deceased rats: not a mark on them

5. Loose flagstones in floor leading nowhere
6. Large "X" carved in wall
7. A half-melted sword
8. Abandoned nests of dungeon swallow colony
9. Very large fragments of purple eggshell
10. Clean bones of small animals arranged into incomprehensible patterns on floor
11. Claw-rent and useless steel chest plate
12. A huge earthenware dish half filled with dirty water

### **More Weird Pools**

d12

1. The sacred pool of the cave beetle god: surrounded by millions of the tiny zealots in droning prayer
2. The Black Soup of Life: coughs up random embryonic magical beasts
3. The cloning pool: any living thing touching the pool is perfectly cloned in 24 hours  
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4. Purple baptismal pond of indelible staining
5. Pool of cold liquid gold: assumes normal state when exposed to sunlight
6. Booze pool: run-off from the deep dwarf distillery
7. Monster oasis: temporary detente between otherwise natural enemies, adventurers not included
8. Translucent predatory protoplasm doing best impression of a pool
9. The pool of growth: any being or object fully immersed permanently doubles in size
10. "Bottomless" pool: trans-dimensional portal
11. The waters of enlightenment: drinking imparts 1d6 minutes of god-like intelligence followed by recuperative coma lasting 1d6 hours
12. Hot Tub of the Gods

### **This Dungeon Has Weird Floors**

d12

1. Translucent material with swirling phantasms beneath
2. Stretched reptile hide
3. Cushy fungi carpet
4. Covered in thick layer of a very fine white powder (instantly airborne)
5. Hot to the touch, protective footwear required
6. Slightly bouncy: enhances jumps once mastered
7. Complex mosaic filled w/ancient coded messages
8. Acid-polished to near-frictionless condition
9. Deep semi-circular groove worn down center
10. Undulates rhythmically
11. Cunning tile arrangement produces optical illusion of tilt
12. Randomly semi-permeable

### **Weird Dungeon Fog**

d12

1. Depilatory fog: released by a deranged sorcerer for an unknown purpose, roams corridors searching for the hirsute
2. Fog of Sticky Accretion: lengthy exposure reveals adhesive build up on surfaces, swords stick in their scabbards, the friendly shoulder-pat becomes a drawn out affair
3. Fog bank that is actually a swarm of microscopic winged crustaceans, able to strip corpses in seconds
4. Hygroscopic fog: sucks the moisture from living beings for dessication damage, lethal to slugmen
5. Fog Bank of the Impromptu Dance: compels those within to gyrate rhythmically for 1d6 minutes, if engaged in combat: dance fight!
6. Luxuriant Vapors of Cleanliness: often located in basins, tubs and sealed chambers, soothes, calms and renders impeccably spic and span
7. Black fog: a roving patch of total darkness (as spell, but can be dispersed by wind/other disturbances)



8. Swirling Banks of Obfuscation: arcane fog generally invoked to add another layer of security to hidden treasures and secrets, also employed to further conceal pits and other deathtraps
9. Vernal Mist of Enlightenment: dungeon secrets enter the brains of those exposed via osmosis
10. Fog of Amnesia: renders those within its influence utterly clueless until they escape, wizards lose random spells
11. Fog of Eros: arouses otherwise latent passions, especially efficacious on the most repressed personalities
12. Hot volcanic fog: looks normal, burns like hell

## **Encounters**

### **NPC Encounters: Dungeon Level One**

d12

1. High level wizard in full regalia, torn, blood-spattered, black-feathered arrows in back, out of spells, dazed and desperate, clutches still-smoking wand of fireballs with single charge remaining
2. Mystic levitating in lotus position, zooms through dungeon in search of (presumed dead) acolyte charmed into joining band of upstart scoundrels, issues brief but trenchant verbal dressing-down to any adventurers
3. Furious pirate captain w/squad of the vilest sea-dogs conducts brutal search for pick-pocket who slithered below with enchanted sextant, cutlasses drip with vital fluids of the last one to refuse questioning
4. Ogre with new found culinary passion has no interest in dispatching surface dwellers despite extremely ferocious appearance, will trade notched war axe for wine/spices/cooking equipment, found dead body of acolyte (see entry 2) and wants to do something really special with it
5. Impaled warrior still on feet despite near-total blood loss thinks he remembers where he dropped a sack of huge gems
6. Junior thieves hide in shadows while moving silently having stolen the kobold czar's silver circlet as part of an initiation ritual, unfortunately for them the relic glows powerfully through any wrapping
7. Mayor of nearby town in false mustache and cloak w/giant bodyguard (hairless and mute but just rippling with bone-cracking muscles), dismissed from latest

mandatory secret meeting with dungeon overlord, human sacrifice demands doubled

8. Barbarian w/gore-smeared bastard sword goes to great lengths to get adventurers to indicate direction of exit while concealing total bewilderment, suggestions that he might be lost illicit foaming over-reaction

9. Quite powerful witch from across the way (accompanied by pair of towering headless kung-fu zombies) awaits arrival of local celebrity witch, irritation increases with each passing minute

10. Knight with crumpled helm and caved-in cuirass crawls toward the exit muttering about the "fist from below"

11. Thief concealing enchanted sextant (see entry 3) rushes to lower levels to meet underworld connections, knows secret way through the Corridor of Twenty Traps

12. Swarm of dark elf children tethered together by neck-harnesses scamper about snake-like having escaped their keeper, a ghastly troll hag now desperate enough to ask surface folk for assistance

### **NPC Encounters: Dungeon Level Two**

d12

1. Magic-user w/flaming beard howls with mad laughter, barely able to walk, propped up by several sabre-toothed ape servitors, en route to level ten in great haste, adventuring rabble quite beneath contempt

2. Ogre field medic carrying black doctor's bag, extensive surface-war experience, will exchange dicey healing skills for cash, loves to dicker while patients bleed out

3. Underworld ranger moves noiselessly through dungeon on courier mission for petty boss, cuts down any who even momentarily impede progress, wax-sealed scroll contains pathetic plea for a couple of days worth of black lotus tar

4. The Masked Pamphleteer: exceedingly nimble, all-concealing ninja-like garb, glass globes filled with poison gas, flits about distributing latest anti-dungeon-hierarchy screed, slipping them beneath doors, leaving piles by watering holes, at pit bottom, etc.

5. Disembodied troll head painstakingly lips and tongues its way back to level three to rejoin the rest of its body, presumably still locked in combat with teleportation specialist and armed associates

6. Intelligent cephalopod in tank on litter borne by squad of fishman warriors discusses alliance with humanoid field marshals planning coup

7. Evil faith healer from underworld temple offers services in exchange for oaths of fealty/monetary sacrifice, cautions all re: highly unreliable new-fangled battlefield medicine as practiced by ogre (see entry 2)

8. Warrior with face melted by eldritch sorcery staggers to and fro senselessly, has no mouth but would love to warn adventurers of mind-bending dangers on level three

9. Intelligent giant lizard capable of speech attempts to convince adventurers to exterminate nearby colony of giant beetles with taste for intelligent lizard eggs, beetles keep getting more intelligent with every devoured clutch

10. Evil merchant with two black eyes and blood streaming from nose staggers in a panic, carrying on about ruination, fleeing confrontation w/extremely dissatisfied vampire customer, travel sack loaded with concentrated wealth

11. Multi-talented entertainer with cadre of hangers-on dragging trunks full of costumes, musical instruments, theatrical props, flees toward secret passage to surface, subject to summary execution following seditious portrayal of dungeon overlord

12. Gill-man in jellyfish leather togs and fluid-filled glass dome helmet w/wicked black trident walks razor-tusked walrus on retractable tether while chatting with star-struck gaggle of humanoid royals about assassinating intelligent cephalopod from entry 6.

### **NPC Encounters: Dungeon Level Three**

d12

1. Psychic sculptor: telekinetically operates rather fearsome hammer and chisel, tags dungeon walls w/obscene bas relief

2. Celebrity witch rides headless giant bat at top speed through corridors pursued by throng of gibbering humanoid fans, clearly delighted with attention

3. Delivery-giant in smart uniform puzzles over location to drop off pallet load of canned processed human meat product

4. Exhausted but still hyper-competent humanoid gladiator w/bag full of personally severed heads looks for crooked and currently missing underworld bookie to settle accounts

5. Official tax collector for the dungeon overlord: massive humanoid with giant glowing multifaceted eyes, black armor of wrought meteoric iron, posse of heavily armed leech men, adventurers commanded to instantly remit thief tax calculated on the spot by quick visual assessment of means

6. Paladin in fire-blackened plate, once-glorious hairdo burned to scalp, eyebrowless, formerly booming basso voice reduced to choked whisper, smiles crazily and keeps repeating "it wasn't a dragon!"
7. Typically precocious dark elf children, clad in superb chitin mail, armed to teeth, scamper about setting experimental man-traps for a school project despite feeble protestations by local humanoids too terrified to fully assert themselves
8. Teleportation specialist wizard and gaggle of expert cut-throats congratulate one another on recent victory against troll, squabble about loot division
9. Human mercenary in skin tight action suit w/ rapier, dagger, armor-piercing specialist of the utmost skill, leads frail bald human in stained hospital gown w/power to detect gold at 120 feet
10. Dungeon serial killer concealed by magic-enhanced camouflage bides time waiting for ideal victim, can remain motionless for hours
11. The Sword of Inquiry, intelligent relic w/personality of a chat show host, cruises the dungeon under its own power of levitation, freed from locked trunk in troll hoard by adventuring crew (see entry 8), willing to team up with the right warrior but only after extensive interview process
12. Expert monster wrangler in safari outfit meets w/ghoulish dungeon banker to discuss security options for proposed branch, site currently infested with entirely disposable humanoid population

#### **NPC Encounters: Dungeon Level Four**

d12

1. Three identical clones of unknown wizard, naked but for bloodstained hands, flee madly from crime scene, beards still dripping with amniotic fluid, each have terrible eyes
2. Slender human with horse head, huge flaming glaive, stitches and staples visible at ragged neckline, totes bale of hay, satchel of sugar cubes, unable to speak but taps out messages with feet
3. Freelance torturer nervously brandishing official letter from dungeon overlord heads toward level ten to begin gig, cart load of implements hauled by undead manservant
4. High priest of heinous underworld cult in tattered vestments on deity-mandated apology tour after years of mismanagement/malfeasance
5. Gill-man police detective in jellyfish leather uniform and fluid-filled glass helmet hunts gill-man assassin last seen on level two

6. Giant termite queen of surprising intellect scopes out possible sites for depositing one zillion eggs
7. Warlock with magic rope and squad of charmed humanoids, tracks movements of escaped horse-head experiment (entry 2) with extreme caution
8. Victorian gentleman explorer from adjacent dimension seeks blacksmith to repair mole-tank abandoned on level five, just unloaded revolver into dog-sized miniature sphinx to excellent effect but currently unarmed
9. Barbarian w/quite impressive mutton-chops, countless arrows and spears protruding from fur-clad body, left for dead by party, wears ring of regeneration and will be coming around any moment
10. Former lawful warrior reincarnated as hideous dungeon pixie leaves dungeon in disgust via secret exit, complains bitterly about fellow dungeoneers, now exploring level 5
11. Purveyor of fine poisons with case handcuffed to wrist, escorted to celebrity witch's lair by squad of towering headless zombies
12. Synthetic humanoid, rejected for unanticipated level of hubris, escaped mass extermination then came across bodies of adventurers killed suddenly by poison gas, now wears cloak of concealment, carries stiletto enchanted to ignore armor, 2d4 exploding gems, small fortune in gold

### **NPC Encounters: Dungeon Level Five**

d12

1. Tall fellow in high-collared black cloak looks like he wants to parley but then frog-like extensible tongue studded with razor-sharp obsidian starts darting about
2. Experimental horse-man (man-head grafted sloppily onto pony-body): escaped from lab, in search of man-horse last seen on level four and good sorcerer/surgeon
3. Noted sorcerer/surgeon, recently trampled (by entry 2), in state of general discombobulation, levitating at top speed on iron disk, every death spell available on the tip of tongue
4. General of recognizable surface force, practically aglow with enchanted arms/armor, en route to level ten under protection of brother-sister bodyguard team, each sibling master of complimentary martial art
5. World bodybuilding champion of the cave giants sporting truly staggering physique, in repose on litter borne by a platoon of ogres, eating elf-heads like grapes, separate platoon hauls portable workout rig, pretty sure everyone he sees is a big fan

6. Humanoid in hazmat suit w/insignia of sorcerer (see entry 3) runs about in a panic opening doors and screaming about "imminent core melt-down in the humanimal amalgamator"
7. Expert burglar suffering from magical amnesia can't recall where he got the face-melting wand, but doesn't feel at all comfortable about holding on to it
8. Smug warlock major domo leads crew of headless kung-fu zombies bearing broken body of escaped former paramour of celebrity witch, moving towards level four
9. Sword master from famous surface duelling school, identity shrouded by magic, hell bent on proposing marriage to medusa in nearby lair, ritual suicide blade oiled and ready in the event of rejection
10. Lone barbarian, unarmed after losing battle with pack of sphinx-dogs, lurks in shadows waiting for someone to amble by w/a huge axe or something
11. Gill-man Homeland Security Chief in dapper jellyfish leather parade dress, surrounded by personal guard, nervously makes way toward level ten anticipating assassination attempt at any moment
12. Pre-human king of antediluvian provenance, accidentally freed from stony imprisonment by interlopers from surface, flexes restored muscles by kicking the ass of anyone who happens by while mental faculties slowly come back on-line

### **NPC Encounters: Dungeon Level Six**

d12

1. Gibbering warrior w/crazy eyes carries on about "the mouth in the shadows" while wandering aimlessly dragging 50' rope tied into hangman's noose
2. Powerful sorcerer, stripped of goods, nude but for sigil-inscribed underpants, huge bruised knot on forehead, still groggy after suffering recent KO at the hands of fellow adventurers
3. Ghost of former cleric just wants to talk for a minute about the good news, new revelation: the gods can (and must) be killed
4. Deeply evil but entirely reasonable witch wrapping up spell component gathering mission to nether corners of level, loaded w/various psychoactive fungi, willing to trade for interesting eldritchery
5. Radical cave giant in open revolt against dungeon powers-that-be issues rousing semi-intelligible political speech to any within earshot, will not be exploited again by dungeon autocracy, will hurl boulders only for the betterment of fellow underworld terrors

6. Unintentionally summoned demon chews necromancer haunch while taking leisurely walking tour of interesting dungeon locales
7. Paladin in semi-gleaming mail staggers a bit but looks fine until he raises his visor and its plain to see he's a walking dungeon plague vector
8. Noble surface-aristocrat-turned-expert-assassin on mission to destroy the radical cave giant (entry 5), but may actually agree w/rudimentary populism
9. Slight human form seems to be wearing shaggy sweater, no wait, its made of zillions of living chaos mosquitoes but don't worry, the being assures, they only eat a little
10. Radiant angelic form nailed to floor by iron spike through foot, bats eyelashes, politely asks for assistance
11. Wizard w/perhaps the tallest conical hat on record tries to bamboozle last healing potion from pair of wary fighters with carefully worded rationales, the lot of them multiply punctured by tiny bites of some kind
12. Warrior w/prehensile mustache, sole survivor of total party kill, willing to share location of museum loaded w/bejewelled statuary, doesn't mention that its also a breeding ground for weird chimera

### **NPC Encounters: Dungeon Level Seven**

d12

1. Big game hunter answering call for same issued by resident quasi-lich who feels proliferation of ropers obscures view of attractive scintillant gas cloud effusing from paleogean fissure, neanderthal side-kick drags cart loaded with specialized anti-monster implements
2. Brewmaster general (half-drunk), muscles like steel bands due to hefting kegs day and night, mighty war-maul ready to smash any who interfere w/deliveries, equally mighty brew-apes (drunk) haul twelve varieties of craft beers and ales, each uniquely horrible
3. Unaccompanied sorcerer in striped raiment: all spells somehow bee-themed (ex: contact other hive, summon giant bee), bits of honeycomb in beard, likes to discuss all things apian pretty much exclusively, insufferable, abandoned by party when caught in web, royal jelly sampler w/variety of magical effects
4. Humanoid executive chef on rampage, tunic spattered w/remnants of deceased kitchen staff, rants in outrageous accent as great cleaver waves around menacingly, needs replacement staff instantly to complete dinner service for dungeon overlord and important guests

5. Necromancer's aide, exceptionally bright humanoid in black lab coat, did a quick loot of late master's chambers after terrible incident (see level six), laden with interesting items in large sack, makes bee-line for buyer on level eight
6. Masterful thief w/two broken legs crawling in shadows following unfortunate dispute with Brewmaster (entry 2), concealed scroll contains partial maps of levels 8-10)
7. Human from surface with fish symbol emblazoned on silk cape, dorsal fin helmet, elbow length black safety gloves, pushes hand truck with sealed leather bags containing live giant leeches for quasi-lich's aquarium
8. Evil gentleman of leisure w/armed-to-the-teeth undead manservant (zombie-like but very sly) makes notes in leather book, working on encyclopedia of underworld phenomena, seems friendly but dispenses nothing but intentionally misleading dungeon lore
9. Highly eligible troll maiden towers over throng of suitors pitching their nauseating woo, most she rebukes with verbal crudities, the more revolting she effortlessly tears limb from limb
10. Monster dentist brandishes official dungeon pass issued by overlord, terrifying tool kit, collection of weird monster teeth, needed for emergency extraction on level 10
11. Dungeon census official, tall and gaunt humanoid with pair of luminous ocular enhancers, takes information of any encountered, notifies tax collector (see level three) via telepathy of any unauthorized looters, carries rod of summary execution, squad of bloodthirsty ghoul attendants in war harness
12. Real estate developer for dungeon overlord, human shaped but covered in glistening ebon scales, blood-red forked tongue wagging provocatively during lulls in conversation, constant unsettling smile, shows empty rooms to vampire looking for new digs

### **NPC Encounters: Dungeon Level Eight**

d12

1. Ten foot tall multi-tentacled service creature w/pleasant facial expression balances 2d4 trays loaded with exotic cocktails, glides toward nearby bacchanal, marsupial-like pouch stuffed with tips, unleashes stream of toxic bile if agitated
2. Drunk and disorderly demon princeling, fresh from making public ass of self in front of superiors, could possibly achieve redemption w/particularly tasty human sacrifice were one to present itself



3. Evil dramatist w/transparent skin and leathery wings works frantically on last minute revisions to short piece for imminent performance, reads out parts to self, weeping exasperated acid tears, willing to write in parts for adventurers who have that certain special something
4. Wily expert thief hides in roast catoblepas carcass left to rest before service, waiting for opportunity to flee the scene w/bejewelled goblet enchanted to transmute wine into lethal poison
5. Enlarged paladin in black greasepaint w/impala horns glued to head pretends to be a demon guest but is sweating off his disguise, improvised faux-evil dialogue not so hot either, ready to create distraction according to plan already abandoned by cohorts
6. Ten foot tall multi-tentacled service creature relieved of duty after finishing off countless leftover beverages, bitter, vengeful, loopy, desperately needs new employers, built up toxic bile ready for discharge at even the slightest provocation
7. Breathless barbarian mouths pithy rebuke to so-called gods, smacking forehead with flat of gore-streaked two-handed sword, working up quite a froth before rushing headlong into battle against forces beyond barbarous comprehension
8. Noted surface sorcerer dripping with rings, talismans, charms, tries to look inconspicuous, whispers instructions to invisible companion, fiddles nervously with luminous wand topped with tiny human-like skulls
9. Horrified local monarch pales visibly reading over fine print on freshly signed contract, equally rattled court vizier attempts to get it together enough to read scroll of teleportation
10. Monster husbandry master attempts emergency surgical intervention on prone and gasping giant horror, recently hacked by barbarian (see entry 7), demonic owner looks on helplessly
11. Dealer with the face of a star-nosed mole readies displays of wicked armaments enchanted to smite the good, lawful, noble
12. High priest of surface temple webbed to corner chants feebly, still unbroken despite obvious abuse, crudely written sign at feet reads "please punch me in the face"

### **NPC Encounters: Dungeon Level Nine**

d12

1. Partially stupefied giant, earmarked for cult sacrifice but now making a break for it, shaved, tattooed, diapered, envenomed darts sticking out of all parts north and south

2. The All Henchmen Brigade: loose confederation of various former hirelings gone rogue, opportunistic treasure scavengers, they hate adventurers above all
3. Chained to wall: entire party of adventurers formerly under the command of enlarged paladin on level eight
4. Iron clad Templar of Evil w/highly opinionated sentient greatsword chortles mirthlessly having just won a handsome purse in sadistic office wager
5. Purveyor of dark temple goods unpacks cases from payload area of giant pack ape, in stock: sacrificial blades of every size/shape, wicked skull-emblazoned raiment in assortment of garish colors, hallucinogenic incense, supersized tins of shelf-stable chicken blood, etc
6. Cult loremaster, frail, emaciated, head drooping under weight of giant ram's horns, reads from ambulatory lectern/land squid stacked with exceedingly rare tomes (of Chaos), automatically surprised, knows several death spells
7. Lava-man monarch, not quite sure about converting to cult despite being wined and dined, unimpressed with diabolical organization, more than happy to share opinions with strangers
8. Cult musical director, human shaped w/spider face, decked out in regal finery, paces on ceiling, hums to self composing strange, discordant fanfare for upcoming occasion: material advent of unspeakable deity
9. Crack squad of feral humanoid blowgun experts under command of famously missing surface criminal mastermind, trying to pick up the trail of partially stupefied giant (entry 1)
10. Former official tax collector for dungeon overlord, massive human form but whale skull for a head, huge luminous multifaceted eyes, stripped of authority after accusation of embezzlement, placidly awaits execution
11. Quite powerful sorcerer w/malfunctioning wand of teleportation, was aiming for subterranean kingdom beneath distant island, tries to get bearings without revealing utter cluelessness
12. Hulking cult executioner, mighty arm in sling, attended by faithful axe caddy, seeks out emergency healing in order to complete sacrifices required by ritual already in progress

### **NPC Encounters: Dungeon Level Ten**

d12

1. Dungeon Overlord's chief of staff, scarred around head where extra brains surgically crammed in, just called onto carpet for constant security breaches, flop

sweat, offers unregistered guests cash bribe for immediate departure via secret passage to surface

2. Giant w/sledgehammer hand, sack of huge nails, takes down mummified remains of adventurers from display wall, cart load of freshies ready to go up

3. Renowned master thief in flowing cape, rumors of death greatly exaggerated, following mental collapse believes self to be ancient vampire

4. Wizard (out of spells) with nasty leg wound, recently defrocked cleric on the outs w/deity bleeding from face, drag limp armored form, rather chewed, certain they are pursued by actual Hounds of Hell

5. Dungeon Overlord's personal trainer in colorful skin-tight singlet, headband, vestigial bat wings, impeccably muscled body a high-tension wire, highly aggressive/volatile personality, no appreciable combat skills

6. Eccentric artist from surface, borne aloft by the ever-fluttering silk scarf of hovering, demonic significant other (jet-black, stunningly beautiful, porcupine quills instead of hair), lampoon the foibles of second half of D.O.'s super-armor design team (entry 7)

7. Evil dwarf armorer/engineer stomps around in huff, mutters about contacting union steward to get him out of the super-armor contract (see entry 6), huge adamant slide-rule beheads on critical hit

8. Recently revived genocide-beetle scientist from ten million years in the past, tech advisor to D.O., oversees disinterment of paleogean death-science laboratory by devolved service beetles

9. Harem manager, towering androgyne, refugee from alien sphere destroyed in arcane incident, ninety-nine problems coming to head simultaneously, shredding documents with curving finger-claws, contemplates options, considering taking job with vampire lord in neighboring dungeon complex, knows semi-direct underworld route, needs bodyguards

10. Ghost of noted ancient philosopher/genius, policy advisor to D.O., insists (with all due politeness) adventurers follow to Overlord's chamber as proof positive of security issues

11. Surface monarch from nation thought to be bastion of good, full regal finery including many sparkling gems and luminous circlet of station, unsightly bite marks on neck (see entry 3), looking for security chief to file complaint

12. D.O.'s deep tissue massage therapist, grotesquely swollen land-kraken w/kindly human-like face, out-of-control drooling problem, tentacles strong enough to rip a man in half, simultaneously able to perform the most delicate of tasks

## **Wandering the Dungeon Self-righteously**

d12

1. Lone paladin on one man anti-chaos crusade: scorched, bleeding, half his once-shining plate armor missing, crazed look of maniacal enthusiasm
2. Procession of sun god acolytes loaded down with implements of destruction en route to desecrate shrine of enemy deity
3. Victim of fantasy psychosis believes self to be messianic fulfilment of prophecy
4. Gaggle of adventurers bearing corpse of honored comrade: easily ticked off
5. Newly christened doom cultists prattle ceaselessly about their tedious conversion experiences
6. Back from the dead to everyone's surprise, the rightful heir to the dungeon
7. Plague doctor and medical assistants w/deceased specimen on stretcher gleefully race to laboratory
8. Envoy from underworld civilization makes way to surface w/message of campaign world-shattering importance
9. United Factions peacekeeping forces
10. Surface world prince w/full retinue & elite troopers on mission to rescue kidnapped noble
11. Imperial Dungeon Inspectors (actually impostors)
12. Hell-bent unicorn on mission of darkest vengeance against evil

## **Wandering Dungeon Friendlies**

d12

1. Masterless dungeon hound: highly skilled, fond of dwarfs
2. Unguent salesman w/ hulking half-giant bodyguard
3. Extremely charismatic mercenary recruiter w/ sergeant and recent hires
4. Humorless missionaries from the Temple of Neutrality
5. Overfull ogre, picking adventurers from teeth, drunk on stolen wine and quite jolly
6. Escaped chain gang from subterranean dwarf work camp

7. Young nobles in tattered finery, recently vampirized and released to own devices
8. Contingent of arms dealers transporting stock of cheap weapons and reconditioned armor, eager to buy and sell
9. Fungus-man monks: unbelievably serene, supremely self-actualized, totally non-violent and practically unkillable
10. Insufferably pompous paladin and his equally zealous all-sidekick crew
11. A good-natured talking giant snake asking politely for sightings of nearby vermin
12. Dungeon pimp and his foxy stable

### **Wandering Dungeon Mysteries**

d12

1. Slithering animate rope with hangman's noose
2. 1d12 mindless clones of wizard near starvation
3. Flying ink inscriptions: escaped entries from spell book
4. Skeleton dancers giving wandering performance
5. Free-roaming continual light spell
6. Ensoceled thieves giving out gold and gems to passersby
7. Disembodied hand compulsively opening doors
8. The ghost of an intelligent sword (adds bonus to attack of ally)
9. Spirit-eating phantasmal predator
10. Rapidly exiting man-like creature made from gold pieces
11. Phalanx of floating shields and spears
12. Re-animated roast ox on spear-like spit

### **The Wandering Monsters Encountered Each Other: Dungeon Level One**

#### Table One: Humans and the Like

d12

1. Warpack of puny humanoids, armed to teeth, search for rumored evil hobbit assassins but minimally enthusiastic due to crappy pay, poor benefits package

2. Noble paladin w/damn good reason for seizing treasures already captured/coveted by PCs, led by very bossy talking enchanted sword of the utmost lawful goodness, six jittery men-at-arms
3. Invisible necromancer in a huff about vandalized zombie servitors rushes back to lair, carries on heated conversation w/self
4. Supremely overconfident surface wizard of means hauled around in palanquin surrounded by scads of charmed hirelings
5. Berserkers calming down after zombie beheading spree, dripping sweat, gore spattered, guzzle booze from wine skins
6. Puny humanoid body-builders en route to gymnasium discuss feats of strength past and future
7. Evil hobbits hired to assassinate necromancer try to remain unseen while attempting to flee the dungeon
8. Lone troll w/enormous appetite after grueling bit of regeneration slums it on level one in search of easy chow, sick and tired of combat, seeks parlay where possible
9. Blind sword master w/encyclopedic knowledge of proximate dungeon levels, returning to extract pay from necromancer after mission to level three, issues challenge for single combat to any w/sword
10. Intelligent apes from nearby cave system carry great burlap sacks, hunt puny humanoids
11. Evil priest and squad of action acolytes lead chain gang of surface humans earmarked for cult sacrifice on level three
12. Warriors of entirely different evil cult roam corridors hoping to ambush, seize sacrifice candidates from priest in entry 11 for their own unspeakable deity

## **Table Two: Dungeon Predators/Scavengers/Idiots**

d12

1. Weird giant rats
2. Owlsnakes hungry for giant rats, no matter how weird
3. Recently decapitated zombies stagger around at random flailing blindly at anything
4. Large transparent ooze w/two struggling humans inside busy looking for private spot to digest cult warriors that took wrong turn

5. Stench beetle shoots first, doesn't bother w/questions, sticky aromatic fluid accurate up to 30' (see subtable)
6. Huge spiders that travel by casting webs, swinging from ceiling like that comic book character, venom dissolves troll flesh like acid
7. Intact zombies armed w/heads of decapitated fellows still capable of bite attacks
8. Ceiling-crawling dungeon leeches as long as your arm, several bloated w/caustic troll blood
9. Giant army ants drag dead cultists to nearby mound
10. Flightless pteradactyls w/massive talons search for carrion
11. Giant cave salamander w/spiked tail like stegosaurus makes beeline for stagnant pool on level two
12. Skeletons of deceased acrobats w/moves like Jackie Chan on hunt for evil hobbit assassins

Stench Beetle Aroma Table (characters hit by blast must contend w/overwhelming malignant odor for 1d12 hours)

d12

- 1-2. Offensive cologne overdose
- 3-4. Hot garbage
- 5-6. Sickly sweet smell of death
- 7-8. Sizzling bacon (attracts monsters/gluttonous humans)
- 9-10. Satan's outhouse
- 11-12. 1000 neglected litter boxes

### **Unusual Dungeon Pets**

d12

1. Giant paramecium in tank (eats goldfish)
2. Moon cat (lives on ceiling)
3. Herd of micro-horses in scenic terrarium
4. Chimp bodyguard in custom plate armor
5. Overweight giant spider, very friendly, likes to nuzzle

6. Collection of living disembodied heads
7. Dentured ocelot on a leash
8. Pet boulder (a lively conversationalist according to owner)
9. Baluchitherium in specially maintained enviro-cave
10. Giant walking catfish
11. Fully-functional miniature pet volcano
12. Chihuahua/hell-hound hybrid

### **Pesky Dungeon Infestations**

d12

1. Alchemy mites: eat gold, excrete lead
2. Scintillating mold: hypnotic effect when viewed, trolls watch it for hours
3. Rock eating bacteria: excavation bio-tool gone feral, undermines walls, floors etc.
4. Stone slime: as green slime but perfectly camouflaged
5. Black widow super colony
6. Cadaver ants: dissect corpses to bring into huge nest, store gold in deep chambers
7. Primordial fleas (thumb sized): inert until activated by body heat
8. Whimpering toadstools: like shriekers, only merely annoying
9. Necrophagic fungus: consumes soft tissues, adheres to skeleton for locomotion, keeps adding new skeletons to it's mass until it becomes a vast centipede-like horror
10. Blink lice: short range teleportation
11. Highly aggressive intestinal worms (rope sized), any host will do
12. Microscopic arcanaphagic flora: enter lungs, eat spells

### **Now Occupying the Recently Depopulated Dungeon Area**

d12

1. Giant tarantula has the place completely enveloped in webs, deposited egg sack and scampered off before the cannibalistic little buggers hatch



2. Massive bioluminescent fungal bloom of every hue speeds decomposition of deceased former denizens, continuously launching a noxious miasma of spores
3. Cube jelly has oozed through the wall, now making a clean sweep of things
4. Battered bandit leader and remaining body guards in retreat from superior forces, looking to hole up and lick their wounds
5. Hiding under whatever debris/corpses might be available, an escaped prisoner/hostage
6. Owlbear meticulously grooming itself after run-in with acid pudding (absorbed in its work and easily surprised), telegraphed by strong stench of partially digested fur
7. Flock of land vultures doing what they do best
8. A pack of humanoid deserters in hiding from their dark masters and not averse to temporary alliances
9. Frustrated lesser vampire displaced from lair, seeking the perfect spot for a crypt-away-from-home
10. Swarm of hideous dungeon fairies busily constructing a new hive out of chewed bones and saliva
11. Party of adventurers taking a break, busting out rations, draining wineskins, arguing over map, cleric removing spear from dwarf, barbarian loudly expressing his trust issues re: the wizard
12. Thousands upon thousands of flies

### **Someone Tipped Off the Humanoids**

d12

1. Humanoids staying w/cousins nearby, all portable wealth removed, monster husbandry expert stays back to release the watch puddings
2. Hired horde of lesser humanoids use guerrilla tactics to harass and deplete party while still en route to dungeon, paid upfront w/treasures formerly up for grabs on level one
3. Fake beards distributed, objects of open evil hidden, humanoids pretend to be clan of industrious dwarfs
4. Entrances festooned with tripwires, pressure plates, hastily covered pits and holes, barbed projectiles protrude from door slits, precariously balanced buckets totter over doorways, a huge pain in the ass

5. Main dungeon entrance rigged for lethal collapse, suicide trooper on duty, other entrances under heavy guard
6. Gas masks distributed (w/strategic exclusions, esp. that owlbear), level magically flooded with deadly vapors, tribe now permanently in debt to sorcerer from below
7. Wandering sorcerer employed to create hallucinatory terrain, misdirects adventurers to cave lair of terrible abomination they probably can't handle, sorcerer does terrific work, slaves haul all humanoid treasures back to tower
8. Sub-overlord notified, trio of medusae from unknown third level take up guard position formerly occupied by relatively wimpy humanoid watch
9. Dungeon entrance slick w/oil, sentries ordered to apply torches only after majority of party enters flame zone, 4 in 6 chance of sentry over-excitement
10. Humanoids massed by entrances, worked up into a lather by non-stop chanting and imbibing of fortifying beverages, ready to encircle and annihilate the party before they even reach the door
11. Entrance unguarded, rooms empty but for comfy chairs and tables with open bottles of wine (2 in 6 chance of poison/bottle), humanoids bide time in secret hidey-holes beneath flooring
12. Humanoids get enormous Chinese New Year-style dragon puppet out of moth balls, rig smoke bombs/pyrotechnics, prepare to bedazzle, scare hell out of adventurers while archers do their work from concealment

### **The Humanoids Seem a bit Weird Today**

d12

1. Just been handed the pink slip: numbed and inattentive as they contemplate their next move
2. Experimental new humanoid chow turns out to have unanticipated psychotropic properties: urge to kill muted, beginning to think about settling down, perhaps taking up a craft or developing hobbies (of evil)
3. Just had a huge meal: bloated, drunk and sluggish
4. Wages slashed: howling with rage and thirsty for blood
5. Frenzy of grief and anomie following a firm "request denied" by their cruel deity
6. Wounded, divided and demoralized after rather violent internal squabble
7. Receipt of shocking news from spawning grounds leaves them confused, off their game

8. Virus going around that causes temporary insanity in most human-like species
9. Heavily ensorcelled to ensure robotic obedience
10. Scrawny, shagged out and partially stupefied by unreasonably long shifts and shoddy feed
11. Jumpy, paranoid, terror-stricken over dark master's newly promised and very specific penalties for failure
12. In stitches due to dead-on and highly satirical portrayal of dark master by a particularly talented member of the crew

### **Dungeon Geniuses**

d12

1. Telepathic giant spider with preternatural charm and persuasiveness: does what spiders do but with 100% cooperation from all fellow denizens subject to bamboozlement
2. Caveman who split the atom using only advanced mathematics of his own invention: hunted by sorcerers seeking to exploit talents
3. Stone giant sculptor of undeniable originality and talent, gallery after gallery of breathtaking non-representational works hewn from marble and granite
4. Dungeon pixie of exceptional intellect, arcane mastery equal to magic user of the highest order, has tiny spell book crammed full of unique spells
5. Man-ape with mutant cerebral development: covered vast cavern walls with incredibly elaborate pictographs of his Rube Goldberg machine-based technological breakthroughs, exiled from clan for aberrant nerdiness
6. Living vapor, coalesced just after the origin of the universe, currently incarcerated by wizard: 99% of knowing the answer to any given question, wants its freedom
7. Slug-man w/magically enhanced intelligence acts as oracle, using superior logic and reason to predict future outcomes with a high degree of reliability
8. Brilliantly insightful serpent man prophet spreads salvation with the swords of his disciples
9. Flesh golem with half a brain hemisphere online: now that its creator is dead, dedicated to elucidating the post-human condition through poetry
10. Giant siliconian worm: consumed crashed alien spacecraft and subsequently assimilated the knowledge of digested computer banks, loaded with cosmic wisdom

11. Escaped scholar/tutor lich, created by sorcerer as research assistant, now obsessed its own unfulfilled academic ambitions
12. Ogre that always wanted to be smart found ring w/three wishes, two remaining

### **Wandering Dungeon Jerks (Who Want to Join the Party)**

d12

1. Potent magic user who treats everyone in possession of an even slightly less magnificent intellect with disdain and open contempt (favorite quip: "Idiots!")
2. Hyper-macho fighting man way over the acceptable hubris limit, absolutely cannot let stand any perceived slight, will undertake any challenge, preoccupied with mustachio-maintenance
3. Skillful, brazen thief practices pick-pocketry on party before disappearing into shadows only to keep reappearing, emits high pitched, tittering laughter
4. Big mouth warrior spews constant stream of braggadocio, reeks of cologne, wears sleeveless armor to show off rippling muscles (gymnasium rival of 2, above)
5. Treasure sack-laden servitor ape looking for work having just strangled former employer
6. Deposed monarch w/ever-shrinking cadre of loyalists looking to enhance war-chest, stickler for protocol, expects everyone to be constantly genuflecting, etc.
7. Former professional torturer turned dungeon raider, an able warrior who takes unseemly glee in carnage
8. Kick ass princess with a sword, finally away from oppressive court life, won't listen to anyone about anything
9. Magnanimous Yotch, dungeon real estate agent, needs fresh bodyguards after professional mishap
10. Talking unicorn w/mood disorder on suicidal final war against evil
11. Paladin on perpetual crusade against even seemingly trivial transgressions (perfectly OK with murder hobo lifestyle, so long as the victims are demonstrably evil)
12. Bard

### **Freelance Dungeon Security**

d12

1. Bored aristocrat, masked, eager to put to use life-long martial training while escaping arranged marriage, and loyal gang of expert big city cutthroats with names like Gutshank, Stompo and The Spleener
2. Ool-phla-ah the Slime Wizard and his Oozes for Every Occasion
3. Mr. and Mrs. Sphinx: professional treasure guards, impeccable attention to every detail, charmingly mated for (preternatural) life, annoying habit of destroying other dungeon monsters
4. Trantlebon the Necromancer provides precision infestations of warding ghosts
5. Dungeon fairies roam from hive to hive, monitoring dungeon events and calling forth mighty queen and attack drones from their encystment as needed
6. Tribe of impecunious man-apes aiming to improve the lot of their kind with a little hard currency, dubious morale in combat, but eager to please employers and unsurpassed in natural fawning sycophantry
7. Mind-eater and host of armed victims, essentially mindless but alert, fearless, ferocious thanks to surgical brain-dining
8. Koklar the jolly old demi-god, a relic of bygone days and long since believed destroyed, and host of loyal ninja-like warriors gifted with supernatural lifespans
9. Brotherhood of ogre monks: a real bargain as they refuse to draw pay and labor tirelessly, amassing number of kills required to advance in their order, once achieved they abandon their posts and return to temple
10. The world's stealthiest hill giant martial arts expert, a one-creature army
11. Exceedingly costly arcane system: floating eyeballs link to magic mouths and decorative enchanted sarcophagi that manufacture and store biomechanical wardens, released only at need
12. Ancient vampire with impressive resume and good number of half-vamp underlings give the appearance of competence while draining the wine cellar and embezzling as much as possible before moving on without giving notice

### **Living MacGuffins Missing in the Dungeon**

d12

1. Narcotics dealer hoping to corner market makes bold move to meet the subterranean source, addicts, particularly those of high station, frantic
2. Zealot priest of God of the Rosy Outlook and rather large re-consecration crew of lay members, indispensable VIPs among them, heading down to facilitate salvation of the denizens with much pomp

3. The whole village woke up one morning in a trance, disappeared into the depths of the earth
4. Faction of cultists in midst of bitter theological schism set fire to their temple in town and vanished below with their sacred treasures
5. Children of the noblesse, dressed in improvised dungeoneering get ups, carried away with make believe
6. The cat that ate the rat that ate the Queen's soul, last seen scampering toward dungeon entrance
7. Animate disembodied head of wizard containing unknown spells spirited off into the darkness by cavern apes
8. Royal architect w/full knowledge of secret castle defences disappeared into dungeon in the company of rabble of thieves and cutthroats
9. Child prophesied to be of the utmost future importance kidnapped by genteel demon with excellent penmanship
10. Dangerous, seditious holy man of newly popular mystery cult said to be baptizing converts in underground river
11. Betrothed of local monarch gone to join harem of amorous and exceedingly charismatic lich
12. Genius brewer, innovator of many new beers and ales, linchpin of local economy, abducted by deep dwarfs for compulsory servitude in their corporate beverage production industry

### **Wandering Panhandlers**

d12

1. Emaciated ogre, master of an unknown mystical discipline, levitates in lotus position over carpet with a few copper coins on it
2. Evil bard busker plays dirty song parodies lampooning surface world mores for spare change collected in ridiculous many-plumed hat
3. Abandoned dungeon pets (evil hounds w/spiked collars, sabre tooth monkeys in charming outfits, two-headed cats etc.), their moist, imploring eyes burn holes through the hearts of sympathetic characters
4. Ousted dungeon boss and surviving cronies wander miserably, pleading for aid and arms with which to exact revenge upon the new hierarchy

5. Humanoid victims of a weird dungeon plague look to any and all for assistance, even if it is only the release of oblivion
6. Surviving clergy from a sacked dungeon temple, their raiment torn, stripped of valuable icons, faces streaked with bitter tears, shamefully question their god's omnipotence while self-flagellating, ask only for hard tack
7. Clinically depressed leprechaun, naked but for once-glorious pantaloons, tells sad tale of ruination and would gladly accept anything that might add sparkle to his otherwise empty pot
8. Master thief and assassin who lost both hands in botched attempt at disabling green slime trap will hide in shadows for food
9. Fledgling adventurer, the sole survivor of a doomed expedition, is about to die of thirst
10. Impecunious man apes unable to obtain employment lie around in a stinky heap surrounded by empty bottles calling out to passersby for aid in keeping their bender going
11. Vampire initiate of ascetic cult asks for only a few drops of blood to sustain itself while closing in on full enlightenment
12. Vagabond kobolds camp in the middle of the corridor so you can't avoid their incessant pleas

### **Dungeon Relocations**

d12

1. Medusa secretly flees befouled relationship with duplicitous demigod, bringing only what she could cram in her overnight bag
2. Vampire couple and coterie of half-vampire minions hauling wagon w/coffins, pots of native soil
3. Horde of subhumans displaced by spike in subterranean dinosaur population: roll hideous stone idols on greased logs
4. Dragon's real estate agent scouts for luxury lair-away-from-home
5. Brood of recently-hatched giant spiders: egg-sack mates or no, cannibalize one another as they seek lairs of their own
6. Necromancer w/train of zombies overburdened by eldritch collectibles
7. Troupe of ogre musicians skipping out on the rent

8. Company of evil mercenaries w/new customer: taking sweet time, 50% chance of drunken bivouac
9. Witch followed by magically animated worldly possessions
10. Caravan of slug-men and team of headless lizards (under psychic control) transport vats of vital ichors, carefully packed crates of slug-man eggs
11. Forlorn god-like abomination leads remaining flock of cultists, equally downcast, after losing out to wildly popular new deity in former locale
12. Unlikely mix of dungeon creatures evacuate en mass as from Warner Bros. Tasmanian Devil (tm).

### **Tiny Dungeon Menaces**

d12

1. Immortal Queen of All Ants and her army of 1000 demi-god offspring
2. Miniature UFOs on exploratory mission: based on early findings, invasion postponed indefinitely
3. Armor-eating microorganisms: spread via contact with strangely tarnished enchanted chest plate
4. Hell's own airborne virus: outrageous perspiration and evil thoughts mark onset of infection followed swiftly by black vomit and development of demonic features
5. Ration stealing pocket-apes: non-aggressive, but bite like hell to avoid capture
6. Alarm crickets: bred by intelligent dungeon monsters to chirp loudly when approached by strangers
7. Micro-pudding: slips into boot and starts digesting foot, exudes anaesthetic ichor to mask operations
8. Stealth pixies: sneak into adventurers' packs, uncork potions, defecate on rations, chew scrolls, etc.
9. Ear canal-seeking demons of mimicry: use voices of fellow adventurers to promote paranoiac mayhem
10. Rat lords: palm size humanoids command normal rats to acquire food and treasure, ride out in force astride rodent mounts
11. Archery bugs: defend castle-like hive on dungeon wall with hails of toothpick-size projectiles



## 12. The Littlest Apparition

### **Fleeing the Dungeon**

d12

1. Exhausted swordsman w/multiple arrows in back drags unconscious wizard, bleeding profusely and moaning piteously
2. Cyclops clutching superficially wounded eye, doesn't yet realize he's not blind
3. Gaggle of diminutive humanoids evacuating in a big hurry with whatever personal effects they could grab or stuff in a sack
4. Duo of warriors in mad sprint, currently on fire
5. Thief, barely able to contain glee, with sack full of gems and magical trinkets
6. Vampire in wolf form, cursing venomously
7. Dragon w/one horribly mangled wing in state of shock
8. Pale, sweaty, and trembling fledgling wizard with bag of gold in one hand, blood dripping dagger in the other
9. Stampeded herd of torch bearers and men-at-arms, report former employers dead or captured
10. Large cube jelly making off with dead giant whose head is embedded within after fortuitous critical hit
11. Necromancer disguised as escaped prisoner following coup d'état by underlings
12. All the rats as if from a sinking ship

### **Search Results:**

#### **At the Bottom of the Pit**

d12

1. Insect-size Oracle of the Pit answers queries on any subject, demands payment in fresh nectar
2. Elaborate headdress w/magic feather of levitation among detritus
3. Swamp of slow digestive enzymes seeping from walls
4. Heap of crumbling bones provides chance of falling damage reduction, airborne cloud of decomposing flesh provides chance of lethal infection upon impact

5. Useless but friendly ghost of previous pit victim
6. Fist-size tunnel to bustling City State of the Rats
7. Hibernating saber tooth badger clogs tunnel to surface
8. Living victim of trap: wizard with broken legs, half-nuts, currently eating pages from spell book
9. Mystical gate to random campaign world
10. Soul-eating astral predator bides time while humming pleasant little tune
11. Victim-eating ant colony commanded by quite chatty psychic queen
12. Extensive adventuring notes carved into wall, final act of mortally wounded rogue

### **Cheap Dungeon Gross-outs**

d12

1. The rotting pantry of the deceased hoarder-gourmet
2. Orc lavatory (as in battle, they frequently miss)
3. The Vampire Lady's champagne fountain of blood
4. The bulimic otyugh
5. Count Sadisto's skin collection showroom
6. Blood-vomiting devil children
7. The compulsory banquet of heads
8. Offal that walks like a man
9. The Inside-outers
10. Colossal turd w/ human bones in
11. Cursed folk whose organs explode forth upon the slightest touch
12. Pit trap filled with...

d12

- 1-2. decomposing bodies

3-4. bacterial soup

5-6. leeches

7-8. raw sewage

9-10. hungry ticks

11-12. semi-coagulated monster blood

### **Choice Items in the Dungeon Garbage Pit**

d12

1. One boot of speed

2. Partially melted and re-hardened enchanted sword, attack bonus negated, still good against creatures only affected by magic weapons

3. Fossilized skull of primordial lich: still crackling w/arcane potency

4. Dented cans of high protein deep dwarf chow

5. Torn trousers w/vial of poison carelessly left in pocket

6. Whale ivory leg prosthetic, magically warded against sea-mammals

7. Half-eaten fruit of the Forbidden Bush of Enlightenment

8. Charred scroll case w/slightly damaged scroll inside (roll once on Unknown Spells)

9. Water damaged ledger partially reveals strained financial situation of nearby dragon

10. Miniature flying saucer, systems deactivated, tiny crew turned to stone after chance encounter

11. Perfectly good false mustache

12. Smashed robot head w/single operational laser-eye

### **Results of Successfully Listening at Door to Empty Room**

d12

1. Peal of a distant church bell

2. Gnawing, crunching sounds from within the door itself

3. Gentle patter like soft rain

4. Barely audible voice whispers "Come in"
5. Sound of your mother's increasingly hysterical voice calling your name
6. Sort of think you heard something, but probably not
7. Noises from entirely different but nearby room vibrating through dungeon walls
8. Chirping of birds, rustling of dry leaves
9. Echo of the party's most recent conversation
10. Ringing of sword against sword in a pitched melee
11. Implausibly slow and deep drawing of breath, followed by equally outsize exhalation
12. All you hear is the blood pounding in your ears and you wonder if this dungeon is giving you a heart attack

#### **On a Successful Check for a Nonexistent Secret Door**

d12

1. Notice tiny, highly insulting graffiti where wall meets floor
2. Discover concealed mouse-hole leading to network of mouse-tunnels that ultimately intersect in vault containing fabulous Lint-Palace of the Demi-Mouse
3. Barely perceptible crack in wall contains perpetual illusion of steamy gymnasium shower room scene
4. Beneath loose flagstone: wicked humanoid's secret collection of prurient engravings of evil
5. Thumb-size hole contains flying leech eggs, explosive hatching triggered by proximate body heat
6. Sliding panel reveals secret booze-stash of besotted wandering monster w/secret shame
7. Behind rock: sickening, overwrought love letter from aristocratic teenybopper to unknown vampire hottie, vial of virgin blood reeking of perfume
8. Section of wall swivels in slightly, stench pours out, must be where the local serial killer hides his victims until dried up and ready for unholy mummification ritual
9. Stuffed in a crack: wandering monster's spare set of dungeon keys

10. Find smashed, abandoned dungeon fairy hive, many wee corpses, dusted in golden pollen, adds up to weight of single coin if somehow collected but of considerable magical potency

11. Hidden camera, cutting-edge 1960's technology

12. Upon close inspection stone walls turn out to be painstakingly molded, painted polystyrene

### **Unexpected Dungeon Boons**

d12

1. Map indicating dungeon traps found at bottom of 20' pit filled with poisoned spikes

2. Near-mutinous guardian creatures offer bribe to adventurers to avoid unnecessary unpleasantness

3. Blood-sucking cave bats transmit benign virus that permanently enhances low-light vision

4. High-powered gold magnet dropped by hastily evacuating alchemist

5. Dungeon overlord's passkey carelessly left in lock after extended revelry

6. Pack of relatively wimpy humanoids laden with disproportionate amounts of cash, attempt to make night deposit for some successful dungeon enterprise

7. Managing to survive death ray trap triggers propagation of tissues enhancing strength and endurance upon full healing

8. Dungeon fleas that sense danger to their host, bite like hell when monsters near

9. Dragon contemplating relocation w/fiery hatred for every other dungeon inhabitant, more than happy to point out vulnerabilities

10. Adventurers injured by chaos jelly find upon healing their once-wounded tissues temporarily invulnerable to physical harm

11. Demon, swollen with pride over recent victory, happy to cheer on and indirectly aid adventurers' efforts for entertainment value

12. Dungeon armistice after vicious territorial conflict leaves denizens unprepared, inebriated or otherwise off their guard

### **Unexpected Sarcophagus Contents**

d12

1. Staked vampire spouses in necrotic embrace
2. Six imp-sized mummies
3. Fully animate mold-man
4. Temporarily torpid crypt ooze
5. Ash and scorching indicates fire from within
6. Ancient king's body dipped in gold
7. Extremely patient ghost awaiting transition
8. Breaking seal releases centuries-old death howl
9. A lush bed of purple night blossoms (wilts immediately)
10. Note in archaic script: "Subject 13 removed to lab"
11. Human-type skeleton with dinosaur's skull
12. Fully equipped adventurer in stasis

## **Items:**

### **Enchanted Dungeon Equipment**

d12

1. Fifty foot rope, smart: obeys simple commands, slithers along with party like friendly snake
2. Backpack of effortlessness: renders items placed within weightless
3. Pitons of security: single blow drives them, giant strength required to remove
4. Flint and steel, eldritch sparking: throws mighty spark ten feet, capable of blinding/causing minor burns/igniting oil
5. Flask of oil, extradimensional: holds up to a gallon of fuel
6. Ten foot pole, extensible: up to twenty feet, also collapses to one foot rod at need
7. Caltrops, fecund: once placed, double in number every ten minutes for one hour
8. Wineskin of inexplicable upgrading: turns water into wine, wine into brandy, brandy into spirits
9. Torch of fiery vengeance: hurls flame up to ten feet, expands/diminishes on command

10. Grappling hook, self-guided: can serve as improvised magic weapon in a pinch
11. Animate sponge of automatic personal hygiene: every armor-wearing character should have one, at least
12. Rations, Epicurean: utterly austere, rock hard tack imparts illusion of lavish, soul-restoring meal

### **Over-the-Counter Dungeon Unguents**

d12

1. Dragon balm: temporarily (like 10 minutes) reduces damage from heat/flame
2. Giant bug repellent: 75% effective against giant beetles, centipedes, and spiders
3. Gill wax: stuffed in nostrils, temporarily allows water breathing
4. Oil of command: temporarily improves charisma and smells awesome
5. Ol' Fashioned exercise ointment : loosens muscles for temporary dexterity bonus, reeks offensively, burns like hell
6. Bite lather: rubbed into poisoned wounds, arrests progress of most toxins
7. War wax: applied to full body, hardens on skin temporarily reducing combat damage
8. Barbarian's balm: temporarily reduces damage from cold/ice
9. Oil of invincibility: increases morale for all allies within smelling distance of the anointed
10. Skull wax: applied to freshly shaved head, offers short-term protection from psycho-spiritual attack
11. Salve of silence: often applied to shoes, noisy armor
12. Berserk's butter: slathered on before combat, acts as analgesic, allowing subject to fight 3 rounds after "death"

### **Random Items: Dungeon Level One**

d12

1. Near mint collectible humanoid figurine set, each figure engaged in different unspeakable act of evil, wrapped in lamb's wool and packed in special crate from the wicked manufacturer

2. Scuffed brass dungeon compass with stylized dragon embossed on cover, needle always points to the nearest exit
3. Stitched giant's bladder with adjustable metal nozzle, filled with hot pepper mash that sprays forth if squeezed
4. Ancient cube of gold, quite encumbering, 50% chance of being lead with thinnest veneer of gold foil
5. Semi-reliable Blindfold of Trap Awareness, sends shivers down the wearer's spine when traps are near or at random
6. Gems encased in blobs of lead for safe keeping (a troll practice)
7. Trained rat in wooden cage: sniffs out gold in exchange for treats
8. Poorly smelted iron badge with unknown rune: signifies allegiance with specific humanoid tribe
9. Unusual potion imparts unpleasant side effects unless saving throw succeeds
10. Damage-proof scroll case carved of leviathan ivory, bejewelled, decorated with skulls and devils, crumbling scroll inside contains enough fragments of unknown spell for relatively easy restoration
11. Animate disembodied hand on leash, able to follow simple commands
12. Enchanted crystal sword that hits automatically for maximum damage once then shatters into semi-precious shards

### **Random Items: Dungeon Level Two**

d12

1. Leather scroll case, two tickets to the ogre war chiefs' biannual bacchanal inside w/directions
2. Beautifully crafted false devil horns w/gum adhesive, bat wings, tail, array of straps, one application of purple body paint, still in package
3. Ornate ceramic vessel with cork stopper, decorated w/scenes considered quite erotic by certain kinds of underworld humanoids, contains one gallon refined mineral oil, extra slippery
4. Half-full flask of nightmare juice: tiny sip imparts stimulating chills down spine, sense of dread, full measure incapacitates with mind-bending horrors for 1d4 hours, saving throw vs. early retirement to quiet life in the country upon awakening



5. Shiv of shanking: razor-sharp obsidian shard with leather wrapped grip, enchanted for bonus to backstabbery
6. Six extra-large gold coins in black purse, appear to have been minted in Hell, hideous devil face, unholy sigils, inscribed with dire curse, always warm to the touch, hard to spend
7. Discarded corner of sorcerer's mind-enhancing vegan sandwich: boosts IQ a bit but mostly jacks up self-confidence and causes the lips to curl involuntarily into sardonic smirk
8. Humanoid medic's field surgical kit: gnarly scalpels, retractors, pincers, spreaders, variety of toxic powders that may or may not induce unconsciousness, great curved needle and thread, strip of leather w/ bite marks, tubing and tourniquets made from tanned monster arteries, menacingly large scissors
9. Stylish multi-pronged helmet, of the kind practically irresistible to warriors of inflated self-importance, currently infested w/ benevolent parasite
10. Small leather bag with embroidered mushroom insignia: weird loam within produces a new super-nutritious fungal lobe each day if kept moist, stinks though
11. The silent mallet: ensorceled to drive pitons (etc) noiselessly
12. Exploding rations: erupt into ten foot ball of blue flame when bitten

### **Random Items: Dungeon Level Three**

d12

1. Stone tablet inscribed with cuneiform calendar of 100% accuracy, suppressed for religious reasons, could fetch major sum from right buyer or possibly summary execution for sedition if discovered by powers-that-be
2. Bedazzled keepsake box containing sacred bones, locks of humanoid hair, set of pointy baby teeth dipped in gold, swarm of aggressive body lice
3. Notarized document presenting semi-irrefutable evidence of regional monarch's collusion in various crimes against humanity
4. Sword of armor-cleaving: ancient blade enchanted to sheer off opponent's protective gear in single swipe once per day
5. Pages 117-198 of Forbidden Manual of Future Lore, contested translation into common tongue, contains many terrible revelations of events yet to be with direst ramifications for current ruling classes
6. Huge unbreakable leaf from the legendary Tree of Adamant

7. Crate containing sets of parade dress for entire humanoid royal clan for upcoming event, multiple sizes, all stunning in their over-the-top flamboyance, lots of shiny bits, weird juxtapositions of color, maker's mark indicates work of celebrity designer from nearest metropolis
8. Not-quite-colossal stone head, persistently levitates three feet above any surface, holds one thousand pounds before sinking
9. Single plate shoulder piece of missile deflection, enchanted to send missiles astray (2 in 6 chance), negligible effect on overall protection, needs new straps
10. Bone-crushing mace, ensorcelled to render random limb useless on critical hit, must be used two-handed by any creature smaller than ogre-size, great strength required
11. Musical instrument of shining brass, obviously designed to be played by creature with multiple mouths, scads of digits
12. Giant-size coat of exquisite chinchilla-like fur, marred slightly by smear of indelible ink on massive sleeve

#### **Random Items: Dungeon Level Four**

d12

1. Severed hand with ducal signet ring clutching a Wand of Regeneration, single charge remaining
2. Package wrapped in black paper, undelivered gift for wicked youngling contains set of fully articulated action figures of evil, crafted of wood and tin, masterfully painted, tiny implements of war and mayhem included, coupon to send away for ultra rare anti-paladin figure
3. Luminous crystal shard contains single massive electrical charge released by smashing against sufficiently hard object, discharges in thirty foot radius, damage as per lightning bolt
4. Exquisite suit of plate armor on standing display, currently inhabited by colony of hideous dungeon fairies like tiny bat-winged hairless monkeys, swarm attack if disturbed, sabaton articulations seep toxic guano
5. Tremendous meat pie left to cool on industrial-size rack, contents unknown but smells alright, huge golden ring baked in
6. Fabled Adamant Crowbar of Unsolicited Entry, enchanted to pry like nobody's business

7. Corpse copiously hacked and arrowed, obvious false eye sees gold through walls, etc, if in contact with optic nerve
8. The Gong Resounding, hand-size with dainty mallet, devil face painted on, magically amplified, loud as a nearby thunderclap
9. Conical wizard's hat w/decorative skull motif, blood-spattered, ransom gems sewn into apex, pocket also occupied by tiny viper
10. Hermetically sealed box containing chunk of rubbery troll flesh eager to remake itself once exposed to air
11. Toothy segment of dragon jawbone w/sculpted hand grip, enchanted to emit terrifying roar as per dragon when wielded in battle, combat bonus against mammals
12. Glass globe w/highly compressed and positively furious air elemental trapped within

### **Random Items: Dungeon Level Five**

d12

1. Stopped vial contains balm that causes thick, lustrous hair to sprout abundantly from skin wherever applied
2. Leather bag held down by heap of stones conceals levitating ingot of extra-dimensional metal of astonishing tensile strength and malleability, will ascend into the heavens if left untethered
3. Life size mannequin magically animates upon command and replicates several popular fighting styles for martial training, armed with array of kendo-style weaponry
4. Scroll of Instantaneous Mass Transport, designed for use when things get extremely bad, teleports any within fifteen feet of caster to distant star/campaign world of the game master's choosing
5. Single lens that allows remote viewing of extremely grim and brutal alternate reality wherein, perhaps unbelievably, the PCs are even more horrible people
6. Skull w/enchanted stone spike driven through, if embedded into skull of living subject at precisely the same angle it stimulates and augments latent telekinetic abilities
7. Crate contains carefully packed three foot long scale model of dirigible, fully functional, w/circlet of remote control included, designer's notes indicate payload capacity of up to ten pounds

8. Hand truck loaded w/unmarked barrels
9. Nearly depleted spool of semi-unbreakable magic thread w/needle tucked in, enchanted small scissors of snipping stuck in the top
10. Lock box containing receipts for massive deposits issued by royal bank of nearest metropolis, ledger, signet ring, enough personal information to pull off identity theft of quasi-lich
11. Scroll scribbled in haste after research breakthrough seems to contain a variant of the disintegrate spell but is actually the arcane equivalent of a cyanide tablet
12. Golden idol of vulgar deity screams obscenities if touched or moved, carries on until dispel magic or equivalent applied

### **Random Items: Dungeon Level Six**

d12

1. Miniature scale model of recent dungeon construction in extraordinary detail, placement of some death traps subsequently revised
2. Bag full of feathers from angel wings, razor sharp, stronger than steel, exude palpable aura of goodness repellent to soulless/undead, make for awesome magic arrows
3. Cursed fifty foot rope of treachery: to all appearances of the finest quality, ties/unties self at worst possible moment
4. Smart putty, ensorcelled to adhere to face and alter features to desired arrangement at whim, if attempted more than once/day user must make saving throw or face becomes writhing oozing out-of-control mask of unpleasantness
5. Dust and cobweb obscured solid gold trophy for competitive eating championship awarded to Dungeon Overlord earlier in career
6. Severed head of a fellow with terrible hairdo of chaos and ornate earrings of evil, partial dental appliance contains authentic demon fangs, soul-freezing bite attack paralyzes as ghoul, extractions required for use in most healthy PCs
7. Glass globe w/sentient gas being on elegant pedestal, telepathic, bitter, hateful, eats oxygen, famished, if released will instantly suck the air out of the room
8. Former enemies of the Dungeon Overlord, bodies preserved by dip in liquid gold, removed from public display years ago

9. Still-warm crock of giant centipede gumbo, quite nourishing, diabolically spicy, save vs. gastro-intestinal distress 1d4 hours after consumption

10. Shaman's medicine bag, straps hacked through, spattered with gore, contents interesting (tiny skulls of unknown origin, ancient coins no one collects anymore, new and unusual fungi, a shrunken human foot, stinky resins, assorted dried berries, etc.), seem like they should have some kind of mystic function but add up to a hill of beans

11. Gleaming helm w/large frilly moth-like antennae that sense movement/subtlest shifts in air current to a range of 120 feet

12. Palm size diamond, sentient, telepathic, awakened when cut by forgotten god at the dawn of time, has seen it all, knows it all, starving for attention after long isolation, exceedingly clingy and needy but good with numbers, volunteers to become financial advisor to adventurers

### **Random Items: Dungeon Level Seven**

d12

1. Scroll of Holding: created by now-senile godling before totally losing it, stores unlimited amounts of information, spells, maps, other documents, contents from far-flung paleogeon epochs right up to last Tuesday, no index

2. Small herd of stampeding treasure chests, fully loaded, ambulating upon clockwork horse legs, dispatched to secret summer house of the quasi-lich in adjacent dungeon complex

3. Wand of Transmission: fires bolt of information unerringly, decoded by brain of target who must make a saving throw or forget own name, other vital bits, for 1d12 hours

4. Gentleman's formal attire of Hell, bat-wing bow tie, fiendish spats, freshly cleaned and pressed, sized for twelve foot tall being of robust build, wing holes, smart lines, black-on-red design, fabric woven from wondrous alien metals, weighs a ton

5. Precise ink diagram on good vellum w/notations in thieves' code, burned a bit, trodden on, crumpled, indicates exact locations of 1d4 treasures on level 8

6. Pumpkin-size Golden Apple of the Gods, a single bite instantly increases the intellect if saving throw vs. death succeeds, then roll HERE for good measure

7. Enchanted steel snail shell w/tiny door, magic phrase allows owner and carried equipment to shrink down and take shelter within should that ever seem like a good idea

8. Gong of Supplication (Humanoid): tone precisely mimics signature fanfare of wicked deity, when sounded brings single type of humanoid to knees, wailing and grovelling as one might until ruse discovered
9. Cast iron Codpiece of Protection: gruesome bat-face design, prodigious magical bonus to armor rating but cannot be worn with anything else other than boots and helmet, maybe a cape, or enchantment negated
10. Vial w/1d12 blue and red capsules, if taken causes toxic gas to gush forth prodigiously from mouth as per cloudkill
11. Large, relatively slow-moving bats w/four wings, bellies stuffed with gems, winging their way to quasi-lich's summer house in adjacent dungeon complex
12. Trained all-weather gelatinous cube: follows commands played on tin whistle, master can be encysted within for effortless transport over land or sea, great storage capacity, secretes acid as desired

### **Random Items: Dungeon Level Eight**

d12

1. Huge enchanted syringe crafted for soul-extraction, assembly required, components packed in padded box
2. Floating storage locker, borne aloft by Tenser wave, currently loaded w/relatively valueless tchotchkes from Hell
3. Leviathan ivory scrimshaw depicting pivotal turning points in history of alternative reality
4. Full helm shaped as vulture's head, imparts ability to sense bloodshed, death, decay up to one mile distant
5. Dress jacket with eight decorative tentacles where epaulets should be, obey mental commands of wearer
6. Crate wrapped by tamper-resistant chain of security containing scads of dubious underworld currency, surrounded by recently slain bodies of delivery-humanoids
7. Large glass bottle filled with fist-sized capsules each containing inert ooze, just add copious amounts of water
8. Lock box full of crude medals festooned with skulls (gold, electrum, silver) for various events in upcoming Underworld Games
9. Lead-lined barrel, sealed and ensorcelled, holy symbols of every stripe stored within, awaiting pickup by hazmat disposal humanoids

10. Platinum idol of rearing diplodocus-god, jewel eyes, only half-excavated from stone wall

11. Package marked for delivery to Science Commander of adjacent dungeon complex, peer-reviewed treatise on detecting evil at cellular level, litmus test kit, specimen samples from various underworld horrors

12. Soul-fueled power generator, valve fits syringe (entry 1), several hundred feet of coiled cable w/metal clamps

### **Random Items: Dungeon Level Nine**

d12

1. Just back from the cleaners: wardrobe's worth of human size cult raiment, outrageous, multiply spiked and pronged, towering headgear like baroque cathedrals, in all the most evil colors, hateful devil face masks included

2. Huge, perfectly cut jewels with self-generating spider legs, scamper to avoid capture, bite with gem fangs loaded with virus-like mineral venom, transmutes great swaths of living cells into crystalline slough

3. Skin-bound tourist's phrasebook of Hell, covers many dialects of the Abyss, also includes instructions for producing weird tones and ululations perceptible to Elder Gods using common household items

4. In huge lead box, melted shut: bust of current Chaos Bishop cast in gold, diamond and blue sapphire eyes, neck and shoulders covered in gemstones simulating mail, crafted back when he only had a few facial tentacles

5. Sometimes a giant cigar is just a giant cigar

6. Sorcerer with look of supreme confidence and enviable array of gear turned to stone, subsequently smashed to chunks, dropped scroll amongst the rubble intact, inscribed w/potent chaos-dampening spell

7. Spiked mallet of soul-extinguishing: critical hit indicates direct shot to pineal gland, annihilates soul leaving behind greying remnant, lacking all joie de vivre, looking forward only to oblivion

8. Large black medical bag: huge tube of high potency anti-fungal cream, one dose ointment of regeneration, jar w/rather menacing giant leech that cures disease, sealed envelope containing one inert colony body lice of healing

9. Bejewelled sofa with wicked clawed feet carved from devil bones, upholstered with fabrics woven from precious metals, worth a fortune on secondary market of evil, would look fantastic in wealthy vampire's lair, too bad its on level nine

10. Massive enchanted sacrificial dagger (as short sword), unerringly seeks the heart of opponent once daily but only after time-consuming/embarrassing ritual

11. Soul-powered dungeon hovercraft, seats five w/one more in the automatic ballista turret, not very fuel-efficient

12. Crown of Hell, minor: cloven in two by vorpal sword (shattered, shards everywhere) wielded by mighty paladin (broken, pulverized body nearby), devoid of terrible powers but made from priceless/incredibly rare infernal metals

### **Random Items: Dungeon Level Ten**

d12

1. Enchanted photo-real 3-D portrait of the Dungeon Overlord as a young man/woman/entity, demon-sculpted black frame of evil alone worth small fortune, but would look great over mantle @ adventurer's HQ

2. Parked outside treasure sorting room: large wheeled bin full of clothing, armor, gear stripped from startling number of dead adventurers, highlights include: exciting footwear, unusual equipment, interesting helmets

3. One-third bottle of sour mash whiskey of monster control: works great but unbelievably potent

4. Silver whistle creates imperceptible sound wave that destroys bond between artificially installed animus and flesh/other matter, renders much necromancy null and void, terminally disrupts corporeal undead, single charge remaining

5. Brain-shaped crystal formation, enhances intellect to super-human level when in physical contact, weighs one thousand pounds, floods brain w/crazy ideas

6. Bat-winged jumpsuit w/horned space helmet from member of Hell's Courier Service killed by Dungeon Overlord for delivering bad news, affords excellent protection from weapons, fire & infernal weather, transporter belt w/single button takes wearer to Hell and back, impervious satchel of holding attached

7. Phalanx of inert robo-hoplites w/Corinthian helm of remote control, instruction manual, in gift-wrapped shipping container

8. Gag gift for Dungeon Overlord from subsequently assassinated member of inner circle: aerosol can of paladin repellent, actually sort of works, renders only the pure and noble green around the gills

9. Locked coffer filled with scrolls detailing accumulated research/elaborate plan to import elder being from adjacent dimension, install in the heavens to create permanent eclipse, creatures of the night take over



10. Soul-powered bio-mechanical dungeon excavator, like small rail car on multitude of stubby legs, business end a riot of shovels and picks, hacks out standard 10' dungeon corridor/minute, extrudes rubble as usable masonry, very thirsty for souls indeed

11. Rod of Dungeon Mastery: projects rays that reduce the weak-willed to minion status, compel spirits of the Underworld to reveal mysteries of dungeon ecology, deactivate traps/automated tricks, open doors as per knock spell, multi-horned skull topper gives directions w/gentle voice, warns of self destruct mechanism should the object be taken from the dungeon

12. Dungeon Overlord's experimental super-armor, unfinished but still rather awesome, emits waves of fear, induces supplication, enhances strength/endurance/speed, impervious to anything short of an exploding shell, when out of soul-fuel consumes that of occupant

## **Freelance Dungeon Missions:**

### **Freelance Dungeon Missions: First Level**

d12

1. Monitor, trap stirges to obtain fresh blood sample from troll in nearby chamber for sorcerer's use
2. Retrieve one particular zombie from necromancer's entourage, an ex-VIP, for possible resurrection
3. Locate, subdue dungeon rats (powder of stupefaction provided), release following installation of enchanted seeing-eye devices
4. Procure certain tome for Imperial Historical Society from excellent library of illiterate ogre partial to brandy, preposterous faux-intellectual discourse
5. Sneak in, introduce powerful psychedelic agent into dungeon well used by humanoids to loosen them up for arrival of prominent high priest w/company of acolytes on heavily-armed evangelical tour
6. Pose as warlock's new personal stylist, hangers-on from Imperial Capitol City, gain access to sanctum, make off with research notes, ruin hairdo
7. Seek, destroy weird dungeon unicorn of versatile fecundity, blamed for profusion of hybrid monsters in nearby wilderness, before it can propagate again
8. Make way to location of talking statue, pose series of carefully worded questions from sealed scroll provided by patron, collect riches in subsequently revealed secret treasury, patron just wants any rings

9. Provide stealthy reconnaissance of dungeon level, mark doors w/various colors of invisible paint to indicate contents (monster, monster & treasure, etc.), prepare way for band of more experienced delvers
10. Plant evidence of recent spate of political assassinations in doppelganger lair (as noted by prior expedition) get out before notable hero's staged discovery
11. Pacify, secure secondary entrance for use as escape route by more experienced, painfully superior group of adventurers embroiled in lucrative dungeon crawl
12. Scatter shrieker spores around complex, administer quick-grow potion, trigger shrieker chain reaction, several units of Imperial archers, infantry standing by outside dungeon entrance to annihilate evacuees

### **Freelance Dungeon Missions: Mid-Level**

d12

1. Locate, bargain w/uniquely colossal troll, believed sessile, fills entirety of chamber, for specimen of living flesh
2. Assassinate arms dealer in trade partnership w/Underworld forces while en route to subterranean shipping company HQ
3. Exchange tiny abomination incarcerated in enchanted vessel, captured familiar of dungeon sorcerer, for living brain of court vizier, embodied in earth golem's mass, currently under mental control
4. Spike shut all three doors leading to level four, monitor, do not release other adventurers trapped w/in no matter what they say
5. Release plague-infested fleas on dungeon level five, anti-flea garments provided
6. Enter crypts, festoon w/holy symbols of every conceivable stripe until its like Christmas morning in there, anoint w/variety of blessed oils, ignite plethora of incenses, re-seal until further notice
7. Enter crypts, introduce experimental new undead-eating predatory ape species, re-seal until further notice, must see to care and gruesome feeding of caged creatures until deployment
8. Make full study of dimensional anomaly detected on dungeon level four, one daring PC secret "volunteer" to cross inter-dimensional barrier and return, outcome to be determined THUSLY
9. Scatter lair w/items implicating undesirable cult/nation/organization, awaken ancient dragon, get the hell out

10. PCs made Imperial Notaries, proceed to vampire lair, obtain signature for divorce papers from unnamed aristocrat

11. Hew giant cables w/loaned enchanted ax, shut down power to evil dwarf foundry, steal specimen of new alloy

12. Annual Imperial Dungeon Graffiti Challenge

### **Freelance Dungeon Missions: Higher Level**

d12

1. Impersonate summoned zombie horde, stagger into depths, gain access to semi-indestructible necromancer's sanctum, exterminate unholy offspring, inject villain w/sterilizing serum to prevent future abominations

2. Seal chaos-breach detected on level 8, scroll containing Zzanzz's Hermetic Hypercube included, material component required: life-essences of 100 enemies of humankind, man-portable essence-extractor unit provided

3. Conquer deathtrap-filled hallway connecting dungeon level to unknown subterranean wilderness, 10,000 gp budget for project

4. Administer eldritch/chemical agent to dormant caldera on lava level, get the hell out, but not before locating and warning double agent lich, possibly polymorphed somewhere in the dungeon

5. Escort testy Imperial specialist VIPs to site of recent archaeological discovery on level 7, set up/maintain defensible perimeter for duration of dig, orders dictate they must not be stopped no matter how stupid their schemes appear

6. Serve notice to dragon of inheritance and noble title in Imperial Capitol City due to puzzling proviso in deceased aristocrat's final orders

7. Return cursed treasure stolen by previous adventurers to cache of gleeful underworld deity all set to begin new curse-free phase of existence

8. Find and secure subterranean route between known dungeons for strategic use, Imperial cartographer provided

9. Infiltrate Underworld cult as faux-lay members (arcane prophylactics against mind-control provided), determine threat level, gather intelligence for coming military intervention, discretely assassinate traitorous surface folk

10. Ambush and destroy dungeon expedition of regional hero now believed to be enemy of the state, en route to site of powerful relic on level 9

11. Deliver NPC, body loaded w/arcane explosives, transcosmic toxins, for sacrifice to The Famished God

12. Oversee/provide security for top secret corridor-widening project to free neutral dragon no longer able to leave chamber after decades-long growth spurt

## **Other:**

### **Dungeon Conspiracy Theories**

d12

1. Dragons beholden to unknown being from another sphere: hoards just not the same anymore
2. So-called "adventurers" actually death squads of underworld junta
3. The coming apocalypse will destroy the surface world only sending underworld real estate through the roof
4. Strings pulled by cabal of mind-eaters who now know everything
5. The one true god lives at the center of the earth: the path to wisdom runs deep
6. Humans created in vats of ancient underworld sorcerer to usher in age of terror
7. Cube jelly: the secretly sentient masters of the dungeon
8. The surface world is actually hell: adventurers = demons
9. Our small gods war amongst themselves to win approval of the unknown gods above them: after that all bets are off
10. Undead eyes transmit information to secret overlords from an adjacent plane
11. The sky god judges the surface-worlders but cannot see underground
12. All the seemingly mindless monsters of the dungeon actually controlled by a subtle intelligence keen for amusement

### **Dungeon Kickstarters**

d12

1. Squad of freelance ogre mercenaries looking to go upscale: need custom armor and equipment of highest quality, gigs already lined up, a sure thing
2. Evil high priest seeks aid to establish unholy gambling operation: security paramount, offers up to 5% of net in perpetuity for major backers
3. Vampire archaeologist, having obtained and translated ancient bas relief map, needs to hire contractors and obtain large slave force to excavate buried vault laden with treasures, shares available

4. Hopeful entrepreneur and fully qualified troll chef have found perfect location on level four for monster saloon/eatery, under capitalized and looking for partners
5. Ambitious clan of kobolds looking to set up currency exchange/loan establishment: offer females and children as collateral for start-up loans
6. Sorcerer and master assassin associate need coin for spell research/components to make their magic-assisted murder scheme really pay off
7. Deep dwarf team has laid diplomatic groundwork for construction of dungeon water and sewer system, a sound long-term investment opportunity
8. Bribe money needed to gain access to contested area of ruined subterranean city: newly discovered sub-section expected to yield copious golden treasures
9. Cure for dungeon plague discovered by consortium of sorcerers eager to blackmail disparate factions, need funds to produce samples, delivery system
10. Dungeon escort service w/sterling reputation in temporary cash-flow situation: small amount to tide them over shall be repaid three-fold
11. Talented evil armorer looking to establish shop: offers gratis enchanted arms and armor to investors
12. Mad but brilliant wizard anxious to publish and distribute grimoire of astonishing new spells, but will not unless aesthetic requirements are met: gold inlays, exotic inks, intricately embossed man-leather covers, etc.

### **Dungeon Love Connections**

Table One

d12

1. Blind old troll with walker made of bones
2. Poverty-stricken Dragon needing sugar-parent
3. Doppelganger that got in too deep
4. Exceptionally intelligent subhuman poet
5. Dinosaur man: fugitive from menagerie
6. Melancholy Templar of Chaos
7. Exceedingly amorous intelligent ooze
8. Sorcerer's ghost: post-auto-disintegration

9. Half giant with heart of gold
10. The cutest kobold on record
11. Young surface aristocrat looking for thrills
12. Insomniac vampire: bored and clingy

#### Table Two

d12

1. Disembodied wizard head
2. Otherwise 100% belligerent physical fitness-obsessed ogre (attacks with barbells)
3. Age-withered high priest of chaos unable to contain urges
4. Evil warrior with tragic B.O.
5. Religious zealot slipping away from values
6. Saber tooth dungeon hound
7. Axe-wielding homicidal maniac w/mostly hidden soft side
8. Cyclops w/monocle and delusional social ambitions putting on airs
9. Agent of Law distracted from mission of assassination
10. Polyamorous dwarf: loves deeply and sincerely but needs to spread it around
11. Psychic for whom love remains a major blind spot
12. Wandering dungeon sage with the hormones of a 16 year old

#### Love Condition Table

d12

- 1-2. Exciting and new
- 3-4. All-consuming passion
- 5-6. Hit the doldrums: comfortable like an old shoe
- 7-8. Spats of increasing intensity, jealousy, recriminations
- 9-10. On the skids: ugly break up imminent
- 11-12. Unrequited

## **Dungeon Plagues**

### Table One: Pathogen

d12

1. Rot pox: too hideous a fate to describe
2. Exploding fever: temperature spikes then keeps on cooking until extremely unpleasant eruption
3. Zombie itch: turns host into mindless self-scratching machine
4. Brain virus: before roasting the brain w/high fever inverts personality/skews cognition
5. Face-eating bacteria: it ain't pretty
6. Suicide chills: eventually lethal but more frequently ended by victim
7. Death shakes: tremors come on almost instantly after exposure, escalate to grotesque parody of ecstatic dance, followed swiftly by death
8. Wraith germ: attacks point of contact between spirit and body, creating ghost (death)
9. Dysentery of Abject Misery: immobilizes and kills by dehydration/humiliation
10. Blue anguish: subject turns blue and writhes in agony for 1-6 days until deceased
11. Bone Melter: turns skeleton into so much jelly followed by suffocation
12. Shriveling wastes: victim becomes more hideous than the most ancient lich, then snuffs it unceremoniously

### Table Two: Vector

d12

1. Dungeon ooze
2. Anything handled by filthy kobolds
3. Vampire blood
4. Kraken excrement
5. Sewer monsters

6. Bat vomit
7. Monster latrine
8. Subterranean pools
9. Bugbear lice
10. Ancient gold coins leftover from plague-eradicated civilization
11. Draconic cerebrospinal fluid
12. Troll mucus

Table Three: Cures (other than Cure Disease spell)

d12

- 1-2. Huge monetary sacrifice to the god of the wretched
- 3-4. 24-hour ritual involving free-form dance and large amounts of chicken blood
- 5-6. Victim must be bled to within inch of life
- 7-8. Cup of hot poison (50% chance of instant death anyway)
- 9-10. Subject must be roasted over open flame until half-dead
- 11-12. Incurable!

### **Symbiosis in the Dungeon**

d12

1. Charlatan evil high priest delivers sacrifices of flock to hovering eye in exchange for timely use of ray powers
2. Ghouls hide in giant snake's belly until prey cornered, emerge suddenly and paralyze extra victim for snake
3. Giant beetles dispose of bodies for assassins' guild who lavish them with TLC
4. Subhumans employ giant ape for erecting monoliths in exchange for fresh maidens
5. Orcs gain near-invulnerability from aggressive and disfiguring body fungi infestation
6. Dragon sustains jellies with waste/leftovers in exchange for cash horde cleansing and protection



7. Pudding lives in gut of land kraken as digestive aid
8. Ogres feed flightless cave vultures, benefit from their heightened senses and squawks of alarm
9. Manticore serves as mount of devil for protection/choice victims
10. Sorcerer feeds sphinx magic for service as research aid
11. Hydra and chimera enjoy strange multi-headed kinship and mutual protection
12. Dungeon fairies lead bamboozled prey to giant spiders in exchange for bolts of spider silk building material

### **What's on the Guard Monster's Mind**

d12

1. Literally waiting on other side of door for interlopers to smite, total job satisfaction
2. Complete devotion to aims of master, dog-like obedience
3. Blinding urge for wanton destruction barely held in check by training
4. Searing hatred for all that lives spurred on by frequent torture at master's hands
5. Immeasurable hunger for flesh occludes all other concerns
6. Dedicated only to its own mission of annihilation
7. Pain from unhealed wound propels mad frenzy
8. Normal thoughts and behavior confused due to malnutrition
9. Addled by never-ending duty, looking to take it easy
10. Disgruntled with job, willing to bargain w/powerful opponents
11. Looking for bribes, doesn't want trouble, more than happy to betray anybody for profit
12. No longer cares one whit about it's duty, merely showing up until something better comes along

### **When You're Starving in the Dungeon**

d12

1. Rumor has it amber dungeon mold is edible, delicious even

2. Moderately edible dungeon lichens, once washed, chopped, pulverized, sieved, fried
3. Leather armor (used), soaked in wine for a long time
4. Gathering an accumulation of semi-fresh dead bats will do for a while
5. Herds of extremely alert tiny deer are rumored to roam the deeps, some kind of blind and great patience required
6. Goblin cheese, a euphemism for some unmentionable aspect of their biology, edible but only just, reeks with an unparalleled potency, pretty good spread on black bread with lots of onion and mustard seed
7. Giant beetle grubs can be found underneath loose flagstones
8. Rats work, but often carry weird parasites, sometimes benevolent
9. Bocanite, a semi digestible element in many dungeon walls, visible only to some dwarfs
10. Notable delvers claim giant centipede legs are a delicacy fit for a king's banquet hall
11. The excrement of elusive dungeon ungulates (basically just processed moss and lichens) provides a good bit of fiber
12. Sometimes it comes down to whether you hired that extra torchbearer