



FREE RPG TABLES AND TEMPLATES

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PLAYER/ GM PROFILES

Add your own options to build up a larger list and compare players' records to identify common ground for campaigns and areas to avoid or research more.

Broad campaign-wide challenges are outlined in more detail elsewhere, but it is helpful for players to use rough headings at the planning stage. This leaves room for the GM to offer plenty of surprises and to discuss options in general terms without play becoming predictable as a result of players going into a lot of detail.

GENRES YOU MIGHT LIKE

Grade 1/ 2/ 3/ 4/ 5 - 5 is the highest score

No.	Genre	1	2	3	4	5
1	Cartoon					
2	Comedy					
3	Cyberpunk					
4	Dark Fantasy					
5	Detective					
6	Espionage					
7	Fantasy					
8	Historical					
9	Horror					
10	Modern					

No.	Genre	1	2	3	4	5
11	Multi-Genre					
12	SciFi					
13	Science Fantasy					
14	Steampunk					
15	Urban Fantasy					
16	Western					

PREFERENCES

Grade 1/ 2/ 3/ 4/ 5 - 5 is the highest score

No.	Preference	1	2	3	4	5
1	Bought-In Adventures					
2	Difficulty: PCs					
3	Difficulty: Players					
4	Fast Turns					
5	Fine-Grained Detail					
6	Freeform					
7	Guidelines					
8	Homebrew Adventures					
9	Improviseational					
10	RPG Sandbox					
11	Rules					
12	Rules Heavy					
13	Rules Light					
14	TPKs					
15	Under Pressure					

AT THE TABLE

Grade 1/ 2/ 3/ 4/ 5 - 5 is the highest score

No.	Item	1	2	3	4	5
1	Battle Grid					
2	Counters					
3	Dice: Digital					
4	Dice: Real					
5	Drawn Maps					
6	Dungeon Tiles					
7	Feedback					
8	Figures					
9	Laptops					
10	No Tabletop					
11	Online Chat					
12	Online Tabletop					
13	Phones					
14	Projector					
15	Props: Novelty					
16	Sticky Notes					
17	Tablets					
18	Terrain					

ENJOYABLE PARTS OF THE GAMEPLAY?

Grade 1/ 2/ 3/ 4/ 5 - 5 is the highest score

No.	Gameplay	1	2	3	4	5
1	Action					
2	Authenticity					
3	Combat					
4	Comedy					

No.	Gameplay	1	2	3	4	5
5	Cut Scenes					
6	Deceptions					
7	Discovery					
8	Enterprise					
9	Escapes					
10	Exploration					
11	Grime					
12	Grit					
13	Improvising					
14	Investigation					
15	Mysteries					
16	Negotiations					
17	Quick Turns					
18	Pursuits					
19	Roll With The Punches					
20	Setbacks					
21	Simulation					
22	Spinechillers					
23	Story					
24	Surprises					
25	Suspense					
26	Tactical Combat					
27	Thinking On Your Feet					
28	Traps					
29	Tricks					
30	Troubleshooting					



WHICH OF THESE CHALLENGES APPEAL TO YOU MOST?

Grade 1/ 2/ 3/ 4/ 5 - 5 is the highest score

No.	Challenge	1	2	3	4	5
1	Conquest and Colonization					
2	Counter Insurgency					
3	Crime Fighting					
4	Disasters and Crisis Management					
6	Dawn of the Undead					
7	Enterprise and Commerce					
8	Espionage and Infiltration					
9	Internecine Warfare					
10	Marine Life					
11	Massive Meteor Strikes					
12	Mysteries and Investigations					
13	Research and Experimentation					
14	Revolution					
15	Survival Scenarios					
16	Warfare and Sieges					

INTERESTED IN ANY OF THESE RPGS EXTRAS?

Grade 1/ 2/ 3/ 4/ 5 - 5 is the highest score

No.	Extra	1	2	3	4	5
1	Campaign Blog					
2	Campaign Wiki					
3	Chat Meetings					
4	Coloring Sheets					
5	Figure Painting					
6	Online Sessions					

LOCAL DELICACIES

D20	Variants	Foodstuffs
3	Baby Octopus	Live baby octopuses are sliced up and seasoned with oil. The tentacles are still squirming as the dish is served and the tiny suction cups can stick to the mouth and throat. There is a choking danger if the octopus flesh isn't chewed thoroughly.
4	Bat Soup	Bat soups are often served as a delicacy, but are renowned for carrying diseases. Make a saving throw or catch an unpleasant disease.
5	Brain Dog	A typical Brain Dog presents as a humanoid or Mind Eater brain sliced down the middle. It's served with some kind of sausage set between the two hemispheres. A side salad is often added and a wheat wrap can sit underneath the Brain Dog to help out the squeamish if they don't fancy grabbing the brain tissue in both hands. Consuming Mind Eater brain is not necessarily a good idea?
6	Communal Stew	A drunk is sick in the communal stew cauldron and the bartender or chef goes over, drops some more cheap meat into the cauldron and gives the contents a stir. Some patrons may also use the cauldron as a spittoon as they go past.
7	Crusty, Crunchy Yoghurt	The yoghurt has a horrible looking, but surprisingly tasty crust. There's also a mouse or a bug at the very bottom, as a treat.
8	Dried Lizard	Dried lizard is a high protein food that lasts well and is relatively inexpensive.
9	Fermented Fish	Sealed, fermented fish can appear to be a good source of food for long journeys. Except that it continues to ferment while stored. The result is an increasingly stinky mush of fish pulp that attracts bears, wolverines and hungry wolves. It can be eaten after it's fermented, but a saving throw against poison is needed to avoid being sick.

LOCAL DELICACIES

D20	Variants	Foodstuffs
10	Fish Eyes	Fish eyes served in soup are usually meant to be eaten. Fish eyes served with appetizers are for sucking out a paste or gunk put inside the fish eyes.
11	Hasma	Hasma is a dessert made from the fallopian tubes of frogs. Cooks add sugar to create a sweet taste.
12	Hog Snouts	The snouts may have been jellied or just boiled for hours to soften them up. In most places where a dish like this is eaten it is considered a waste not to eat every morsel, including the nose cartilage and any mucus.
13	Lard Cakes	Lard Cakes are lightly baked lumps of fat and oatmeal. They are often left out to attract nutritious maggots and Crane Flies, which feed on the pasty lard and become stuck in it.
14	Maggot Hot Pot	Maggot Hot Pot is served lukewarm or cold - it's a lot less mobile and messy if you ask to have it overcooked.
15	Mice Wine	Mice Wine involves dropping young rodents into bottles and filling the bottle with cheap wine. It takes a month for the flavor to be strong enough for sale. Giants are often rather keen on a scaled up Giant Rat or Giant Spider Wine, which trades at high prices when aged over 20 or 30 years.
16	Ogre Mage Horn	Pickled Ogre Mage Horn is a particular and peculiar delicacy that tastes and chews much like fingernail clippings. One difficulty - apart from getting the bits out from between your teeth - is the use of aniseed during the pickling. This supposedly makes the dish tastier, but simply changes the taste from much like fingernails to much like varnished fingernails. The other problem is that Ogre Magi often track those they've lost and may make enquiries about who ate a relative's horn years after the deed was done.
17	Ogre's	A complete Ogre's head stuffed with blue cheese - full of

LOCAL DELICACIES

D20	Variants	Foodstuffs
	Head	large, living larvae - is served as high status delicacy.
18	Owl Soup	Owl soups are quite feathery, as the owl is usually simply suspended in a spicy, fat laden stock. In better restaurants the giblets may have been removed first.
19	Seagull Stuffed Seal	<p>Seals stuffed with seagulls may be offered 'sea fresh' or 'with blubber'. Sea fresh servings are uncooked, while 'with blubber' means that blubber is poured in with the gulls and the meal is either spit roasted, (or thrown on a fire), to cook the gulls in lard before serving.</p> <p>If the fire is slightly too hot the build-up of gases inside a seal may result in the carcass exploding and spraying its contents in all directions. The lard on the seagulls may then ignite as they're propelled through the air and through any flames round the edge of the fire or elsewhere in the room.</p>
20	Sheep's Head	A whole boiled sheep's head is served in an intestinal broth. The brain is usually left in place and reserved for honored guests.

WILDERNESS ENCOUNTERS

3D12	Encounter	Encountered
3	Ambush	Ambushes usually take advantage of the local terrain. It is reasonable to allow adventurers some warning, such as birds taking flight from woods, though this may arrive late in the day unless adventurers have been scouting.
4	Bounty Hunters	Adventurers who are avoiding arrest, hiding in political exile or caught-up in a feud can expect to run into problems now and again.
5	Convoy	Escorting, defending and looting convoys are all seemingly straightforward options, which are likely to have knock-on effects.
6	Dead End	Dead ends are either frustrating delays or not what they claim to be. It is relatively easy to encourage a party to take risks if the only alternative is a 50 mile delay.
7	Equipment Failure	A wagon's axle breaks, the horses' saddles snap or any similar minor mishaps may delay and endanger parties.
8	False Trail	Misleading signposts, false tracks and other misdirections easily add delays or draw adventurers into traps.
9	Flash Flood	The force of sudden flooding is sufficient to sweep away camps, break up formations and serve up a local emergency.
10	Flocking	Aerial creatures may gather in unusually high numbers and start hunting in flocks of 5D10 or more.
11	Marsh	Marshlands have their own subset of monsters and plenty of obvious hazards for unwary adventurers. Making them more dangerous at night or during high tides can introduce changes of pace.
12	Mercenaries	Bands of 2D8 troops are what they claim to be. Pay them more than the opposition, (allowing for their risk), and they will follow orders – while it pays.

3D12	Encounter	Encountered
13	Merchants	Merchants may range from rag traders through to hugely wealthy caravan owners protected by plenty of bodyguards.
14	Military Patrol	The size and approach of the force will reflect the circumstances. In peace time 2D6 troops might be usual. During a war numbers are likely to be closer to 4D6. Adventurers operating in hostile territory should expect to be questioned or interrogated.
15	Militia	Militia units of 4D4 troops can either become valuable allies with local knowledge to share or particularly dangerous opponents.
16	Monsters	Monsters of all kinds work just as well out-of-doors. They can be introduced separately from or alongside other hazards.
17	Nemesis	An old enemy, now in a position of power, comes across the group in circumstances where the enemy at least appears to have a major advantage.
18	Obstacle	Chasms, ravines, steep slopes, rivers and crags are among the delays and ambush opportunities available to GMs.
19	Old Friend	Someone at least one of the players knows turns up. This may be to a weakened party's advantage or place a burden on an adventurer or party.
20	Outlaws	Outlaw bands of 4D8 may seek to find out if they share any common cause with a party. Otherwise they are likely to assault and / or kidnap adventurers.
21	Poacher	Poachers have inside knowledge of the landscape, local folklore, rumors and wildlife. If threatened in any way they have a Renegade's ability to Hide in Shadows and Move Silently while escaping.

3D12	Encounter	Encountered
22	Poisoned Wells	Poisoning wells is an easy way to slow an enemy's advance. Animal carcasses and barrels of salt offer simple ways to poison wells.
23	Pranks	Kids, drunks and mischievous creatures may revel in playing seemingly harmless jokes on travelers. Glue on a rope bridge, sparks in a crop dust cloud or a stone hurled through a clue embedded in a stained glass window can all present complications.
24	Prospectors	Most prospectors are going to welcome company, but they may be paranoid about their claims.
25	Rivals	Rivals in most forms of conflict are likely to travel along major thoroughfares. Anything from a scouting party to an entire army may suddenly appear on the horizon.
26	Rock Falls	Tumbling boulders, collapsing embankments, avalanches of all types and crumbling masonry can provide plenty of danger and anxious moments.
27	Ruins	These may be re-occupied or simply provide a place of shelter where there might be some extra equipment lying around. Alternatively, the ancient ruins of an entire civilization may lie buried just below the ground.
28	Scorched Earth	Destroying orchards, crops, settlements, livestock and bridges are among the steps available to retreating armies and vandals. Magical traps, poisoning, curses and mass destruction are more likely if there is no intention of reclaiming the damaged land.
29	Shortcut	Shortcuts usually involve taking risks to move faster. However, they can also be introduced to speed a journey along.

3D12	Encounter	Encountered
30	Swarm	Swarms of flying insects and crawling bugs may be mere distractions or prove as deadly as mosquitos. Swarms of monstrous insects may sometimes gather in groups of 4D4 or above.
31	Tolls and Taxes	Taxes on goods, individuals and even groups are likely to crop up fairly frequently. Especially where any level of protection is offered or where money has been spend to provide a service, e.g. a bridge.
32	Tourists	Tourists might be out enjoying themselves or find themselves completely out of their depth in a wilderness area.
33	Vapor	Fumes, mists, dews, vapors, gases and exhalations can be weakening, corrosive, curative or magical. Ideally, adventurers will have the opportunity to limit or reduce the effects.
34	War Party	As many as 5D10 humanoids form a band of warriors with D4 Fighters of 2D4 levels. A Cleric, Ranger or Paladin of 2D4 levels will usually accompany the group.
35	Water Hazards	A lot of transportation takes place along or across waterways, which opens up the use of aquatic monsters and maritime threats. Water hazards can also occur inland, as a deep puddle is enough to break a chariot wheel or conceal a creature.
36	Wreckage	Shipwrecks, smoldering villages and abandoned cargoes can be used as plot devices or dungeon sites.



STRANGE EVENTS AND MYSTERIES

D20	Strange Events and Mysteries
1	Carts are carrying earth away from a graveyard with bones sticking out of the soil.
2	Cries and screams for help are cut-off.
3	Defenses are arranged to keep something in, not out.
4	Everyone sharing the same ship, isolated fort or remote outpost is related to people you've slighted or killed.
5	Hooded figures who only have faces during the day/ in moonlight.
6	It takes a while to notice, but everyone's eyes are tinted. The tints may change and can affect the pupil, the white or both parts of the eye. The colors, the intensity of the colors and the parts of the eye affected may be linked to magic, locations or situations.
7	Mail and deliveries arrive opened and after being rummaged through.

STRANGE EVENTS AND MYSTERIES

D20	Strange Events and Mysteries
8	Memories of witnessing a kidnapping are clear in your mind, but no one else remembers anything about it.
9	Someone's cooked and eaten a meal in your kitchen, then slept in your bed.
10	There are repeated cries and screams for help, but nobody's there when you arrive.
11	Upon waking from a dream you find an item from the dream in your arms.
12	You look in a pool or mirror and see someone you don't know breaking into your home.
13	A girl stands across the road from a burning building. She is smiling and holding a tin. If you approach her or walk past she opens the tin and says, 'they didn't want to buy any of my cookies. Would you like to buy some?'
14	You witness a crime from afar; then get to the scene and find no evidence.
15	Your food contains body parts and you start to gain memories, abilities or complications drawn from the original body.
16	Your new friend seems great, but there's a head in the larder.
17	A heavily-armored or hooded opponent is unmasked by a blow or by being forced to yield. When the helmet is removed there's no head inside.
18	Pictures, memories, statues and/ or video of an executioner – all taken at very different times and in very different locations - present the same tattoo on the forearm of the executioner in each depiction or recollection.
19	A popular speaker makes a rousing speech in the town square before walking to the graveyard and descending into the earth.
20	Whenever it rains bloodstains appear in the puddles on the road leading to an isolated barn.

STARTER MISSIONS

D12	Mission	Details
1	Bounty hunting	
2	Capture a fort/ dungeon stronghold	
3	Capture an enemy leader	
4	Complete negotiations	
5	Escort a convoy to safety	
6	Establish a fortified base	
7	Explore and secure a wilderness	
8	Make a cross-country escape	
9	Recover a specific enchanted item	
10	Rescue prisoner/ s from a dungeon	
11	Scout and spy on enemy positions	
12	Transport fragile goods	

PLOTS

2D12	Plot	Details
2	Adventure Holidays	
3	Ancient Prophecies	
4	Bitter Rivalries	
5	Blackmail Scenarios	
6	Burning Ambition	
7	Convoy Duty	
8	Crimes of Passion	
9	Defending the Innocent	
10	Diplomatic Missions	
11	Downfall of a Dynasty	
12	Forgery and Counterfeiting	
13	Involuntary Crime	
14	Jailbreaks	
15	Kidnappings	
16	Last Stands	
17	Messiah	
18	Psychological Manipulations	
19	Religious Schisms	
20	Renaissances	
21	Rescues	
22	Reverse Dungeon	
23	Revolts and Revolutions	
24	Tournaments	

SUB~PLOTS

2D12	Sub-Plot	Details
2	Accident	
3	Blight	
4	Carnival	
5	Extreme Weather	
6	Fair	
7	Festival	
8	Forgeries	
9	Hauntings	
10	Holiday	
11	Industrial Accident	
12	Jailbreak	
13	Marketplace	
14	Monster Market	
15	Pickpocket	
16	Pitfight	
17	Public Execution	
18	Riot	
19	Robbery	
20	Sporting Event	
21	Street Artist	
22	Theatre Company	
23	Traitor	
24	Triumph	

MEETINGS

D12	Meet Over	Details
1	Common Enemy	
2	Conscripted/ Press-Ganged	
3	Debt	
4	Hand-Picked by Employer	
5	Matching Invitations	
6	Relatives	
7	Righteous Oath	
8	Rivalry	
9	Shared Upbringing	
10	Shared Work Background	
11	Survivors	
12	Thrown Together	

TRIGGERS

2D12	Trigger	Details
2	Accident or Circumstance	
3	Betting	
4	Blackmail	
5	Confrontation	
6	Desire	
7	Duty	
8	Eavesdropping	
9	Envy	
10	Fame and Fortune	
11	Friends or Family	
12	Hiring and Firing	
13	Idleness	
14	Matter of Honor	
15	Moral Dilemma	
16	Promise of Rich Pickings	
17	Revenge	
18	Righteous Anger	
19	Rumors	
20	Sense of Adventure	
21	Shared Threats	
22	Spirit of Competition	
23	Test or Trial	
24	Treasure Map	



LOCATIONS

D100	Location	Condition and/ or Contents
1	Armory	
2	Castle	
3	Catacombs	
4	Citadel	
5	Crypt or Tomb	
6	Dungeon	
7	Encampment	
8	Factory or Workshop	
9	Grotto	
10	Haunted House	
11	Hill Fort	
12	Laboratory	
13	Labyrinth	
14	Military Headquarters	
15	Mine	
16	Monastery	
17	Outpost	
18	Palace	
19	Pavilion	
20	Pyramid	
21	Ship or Aircraft	
22	Shrine	
23	Stronghold	
24	Tower	
25	Town	

ROOMS AND CAVERNS

D100	Rooms	Typical Contents
1	Apartment	Lockers, pill boxes, hourglasses, calendars, lamps, candles, coat racks, chests and trunks, clocks, clothing, baskets, jugs, chairs, tables, cabinets, bookshelves, dice, sofas, art, trophies and medals, rugs and carpets, vases, collections, snacks and luxury foods, goblets, pets and familiars, books and games.
2	Aquarium	Tanks, pipes, filters, rare and exotic species, nets and netting, feed and chemical treatments, heating and fuel.
3	Arcade	Corridor, archways, vendors or exhibits, stalls, decorative panels, fountains and pools, performance and display.
4	Arena	Triumphal arches, podium, balcony or verandah, lectern, heraldry, flags and banners, pits and traps, braziers, branding irons, chains and manacles, sand and blood, bandages, trophies and body parts
5	Armory	Forge, furnace, fuel, weapon racks, armor and shields, shelving, lockers, secure doors, communications and briefing rooms, drill grounds and weapon ranges, hammers and tongs, anvils and matting.
6	Assembly Room	Benches, tables, goblets, jugs, trays and platters, weapons and armor, heraldic banners and wineskins.
7	Aviary	Caged or glass enclosures, feed, paths, trees and exotic plants, walkways, benches, statues, fountains and gloves or gauntlets.
8	Barracks	Beds, linen, blankets, clothing, personal possessions,

D100	Rooms	Typical Contents
		lockers, chests, trunks and bunks.
9	Bathroom	Toilet, basins, bath, shower, soaps, perfumes, make-up, hairbrushes and combs, oils and lotions, personal jewelry, mirrors and leaves or paper.
10	Chapel or Chantry	Altars, archways, columns, pillars, domes, frescoes, statues, curtains, gilding, enamel inlays, stained glass, carvings, icons, paintings, benches, pews, screens, vestries, confessionals, lamps, lanterns, censers, incense, tapestries, offerings, reliquaries, fonts, pedestals, pulpits, podiums, idols, oils, perfumes, cushions, thrones, books, scrolls, and holy or unholy symbols.
11	Court Room	Judges' bench, screens, iron bars and cages, heraldry, dock, witness stand, gavel, robes and hats or wigs.
12	Courtyard or Foyer	Tiling, walkways, arches, clocks or sundials, bystanders and statues, stocks and pillories, gibbets, executioners' blocks and reliefs or tapestries.
13	Crypt, Vault, Tomb or Ossuary	Coffins, urns, caskets, skull racks, body parts, skeletons, dust, cobwebs, grime, personal possessions, sacrificial victims, petrified food and drink, mummified remains, altars, treasures and slain adventurers.
14	Dining Room	Tables, comfortable chairs, napkins, goblets, plates, serving dishes, food and drink, candelabra and chandeliers, decanters and jugs, tablecloths, portraits, statues and trophies.
15	Dressing Room or Wardrobe	Mirrors, clothes, footwear, screens and curtains, cupboards and closets, chests of drawers, coat and clothes racks, shoe racks, hats and costume

D100	Rooms	Typical Contents
		accessories, sewing equipment, perfumes and creams.
16	Dungeon or Cell	Straw and pallets, stool, manacle, torture instruments, writing or recording materials, skeletons and body parts, chains and manacles, prayer book and beads, bloodstains and rope
17	Forge	Fuel, ore, forge, furnace, anvils, hammers and tongs, fonts or troughs.
18	Gallery	Art, pedestals, framed pictures, niches and alcoves, lighting effects, balconies, mezzanines, catwalks, columns and screens.
19	Games Room	Games, tabletop RPG, d20 and other dice, miniatures and models, masks, costumes, cases, boxes, baskets, chests, screens, curtains, art, artists' materials, benches, bookshelves, chair, cupboard, cushions, tables, desks, lamp, books, carpets and rugs.
20	Garden	Plants, fungi, insects, earth, gardening tools, fertilizer, flowers, walkways, bandstands, ladders, saws, statues, podiums, lakes, islands, fountains and waterfalls.
21	Great Hall	Hearth, hounds, goblets, flags and banners, trophies, braziers, smoke, food and drink, spits and tongs, tapestries, statues, paneling, frescoes, plates and cutlery, pans and jars, and singing.
22	Guard Post or Guardhouse	Brazier, weapons, chairs or stools, cards, dice, chains, lanterns, beer and spirits.
23	Gym	Benches, ropes, weights, boxing rings, mats, apparatus, bars, balls, towels, footwear, strips and cubicles or lockers.

D100	Rooms	Typical Contents
24	Hall or Foyer	Benches, hearth, chairs, tables, flags, banners, heraldic carvings and armorials, trophies, musical instruments and rolls of honor.
25	Harem	Beds, couches, alcoves, garments and footwear, jewelry, pools, fountains, curtains and screens, pedestals, jewelry boxes, musical instruments, art, furs and skins, candles, chandeliers, books, lanterns, pets, familiars, perfumes, carpets, covers, rugs and throws.
26	Kitchen or Galley	Ovens, grills, spits, stoves, cookers, tables, towels, pots, pans, cutlery, utensils, chillers, knives, plates and cutlery, serving dishes, urns, vases, jugs, brushes and brooms, mops, jars, food and drink, herbs and spices, kitchen gloves, dressers and cabinets.
27	Laboratory	Workbenches, cauldrons, beakers, crucibles, flasks, pliers, wire, scientific apparatus, vials, spills, dishes, decanters, fountains, scales and weights, lenses or microscopes, astrolabes, lanterns, fuel and tinderboxes.
28	Library	Shelving, chairs, desks, tables, books, manuscripts, lanterns, magazines, catalogues, directories, atlases, lenses, bookmarks and paperweights.
29	Map Room	Large table and chairs, wall charts, knives, quills, ink pots, parchment, maps, map case and seals.
30	Maze	String or cord, skeletons, ritual walkways, weapons, hazards and traps.
31	Museum or Trophy Room	Displays, trophies, medals, cups, portraits, weaponry, armor, stuffed and mounted wildlife, collections, treasures, traps, secure locks and doors,

D100	Rooms	Typical Contents
		secure containers or alarms.
32	Observatory	Magnetic, astronomical, zodiacal, alchemical/chemical or meteorological apparatus, charts, records and archives, scrolls, writing materials, flasks, fonts, psychoducts, astrolabes and skydisks, statues, magnets, mercury, vials and decanters, candles, lamps and lanterns, tinder boxes, torches, dishes, trays, scales and balances, instruments, maps and star-charts.
33	Office	Seals, papers, writing materials, records and archives, desks, tables, chairs, bins, trays and screens.
34	Outhouse or Barn	Hay, straw, buckets, hammers, saws, axes and hand-axes, timbers, feed, straw, hay, grain bins, buckets and spades, pickaxes or drills.
35	Pool	Swimming pool, sauna, spa, waterslides, towels, filters, diving boards, steam chambers and cubicles.
36	Refectory or Mess Hall	Tables, benches, goblets, plates, serving dishes, food and drink, lanterns, braziers, decanters and jugs, tablecloths, portraits, statues and trophies.
37	Reservoir or Cistern	Water, chemical treatments, salts, sand, overflow, mud, leaks and spills, slurry, piping and waste.
38	Safe Room	Secure doors, portcullis, weapons, traps, decoys, body doubles, escape pods, solid structure, fireproofed and alarmed.
39	Scullery	Pots, pans, basins, rags, towels, sinks and basins.
40	Shrine	Altars, columns, pillars, frescoes, statues, curtains, gilding, enamel inlays, stained glass, carvings, icons, portraits, benches, screens, vestries, lamps, lanterns, censers, incense, offerings, reliquaries, fonts,

D100	Rooms	Typical Contents
		pedestals, pulpits, podiums, idols, oils, perfumes, thrones, books, scrolls, and holy or unholy symbols.
41	Stables or Bestiary	Cages, enclosures, stalls, hay, straw, harnesses, bridles, feed, weaponry, traces, combs and brushes, footwear, manure and clothes.
42	Star Chamber	Tables, chairs, charts, maps, stained glass, ornaments, expensive art, statuettes and figurines, counters and tokens, heraldic emblems and ritual or cult items.
43	Storeroom or Warehouse	Crates, boxes, cartons, crowbars, buckets and water, fire alarms, goods and commodities, stores and caches, archives and apparatus or equipment.
44	Tannery	Pools, chemicals, leather, human and animal waste, lime or woodash, rawhide, hide, skins, needles and cord, stretching frames, buckles, hammers and saws, planes and chisels, timber, glues, oils and resins, rivets and nails.
45	Temple	Colossus, gargoyles, idols, holy or unholy symbols, offerings tables, censers and incense, smoke, braziers, gongs, drums, fire pits, relics and reliquaries, human remains, skull racks, fonts, pedestals, pulpits, podiums, oils, perfumes, cushions, thrones, books, scrolls and holy or unholy symbols.
46	Throne Room	Throne, pedestal, pillars, columns, domes, scepter and crown, lanterns and chandeliers, tapestries, statues and statuettes, friezes and reliefs, gilding, heraldry and reliquaries.
47	Treasury	Traps, secure doors, secure locks and bolts, decoys, chests, treasure, coinage, ingots, false treasure, false

D100	Rooms	Typical Contents
		treasury.
48	Well Room	Well, rope, buckets, ladder, trolley, basins and churns.
49	Workshop	Workbenches, tools, apparatus, raw materials, fuel, safety equipment, lenses, overalls, dust and shavings, nails and screws, pile-drivers and mallets, drills and anvils, cauldrons or boilers, ovens, hotplates, rags, glues and resins, dust and oils.
50	Zoo	Large enclosures, cages, wildlife, rare and exotic species, nets and netting, feed, stabling, pasture, stalls and exhibitions, displays and booths, fountains and waterfalls, pools and outdoor aquariums.

FURNISHING

D100	Furnishings	Details
1	Altar	
2	Aquarium	
3	Bas Relief	
4	Basin	
5	Bath	
6	Bed	
7	Bench	
8	Cabinet	
9	Canopy	
10	Carpet	
11	Casket	
12	Chairs	
13	Chest or Trunk	
14	Closet	
15	Couch	
16	Columns	
17	Cupboard	
18	Curtain	
19	Desk	
20	Easel	
21	Fountain	
22	Lamp	
23	Lantern	
24	Idol	
25	Manger	
26	Meal, Fresh	
27	Meal, Half-Eaten	
28	Meal, Rotting	

D100	Furnishings	Details
29	Mirror	
30	Mosaic	
31	Murder Hole	
32	Painting	
33	Pond	
34	Rugs	
35	Screen	
37	Shelving	
38	Shrine	
39	Sink	
40	Stained Glass	
41	Statue or Statuette	
42	Stocks	
43	Table	
44	Tapestry	
45	Toilet	
46	Toys	
47	Tray	
48	Wardrobe	
49	Wine Rack	
50	Workbench	

ACCESSORIES

D100	Accessories	Details
1	Bandages, Bloody	
2	Bones, Bleached	
3	Bones, Fresh Tribal	
4	Bones, Monster's	
5	Clothing	
6	Cobwebs	
7	Corpse, Humanoid	
8	Corpse, Monster	
9	Coins	
10	Dirty Dishes	
11	Dust	
12	Game	
13	Grime	
14	Firewood	
15	Flints	
16	Kindling	
17	Firewood	
18	Leftover Food	
19	Mildew	
20	Mirror	
21	Mirror, Broken	
22	Musical Instrument	
23	Mushrooms	
24	Parchment, Torn	
25	Pet/ s	
26	Rags	
27	Rats	
28	Robes	

D100	Accessories	Details
29	Rubble	
30	Sawdust	
31	Scorch Marks	
32	Scum	
33	Slain Monster, Fresh	
34	Slain Monster, Rotting	
35	Slime	
36	Skeleton, Humanoid	
37	Skeleton, Monster's	
38	Skeletons, Monsters'	
39	Skull, Humanoid	
40	Skull, Monster's	
41	Tinderbox	
42	Tools, Butchery	
43	Tools, Carpentry	
44	Tools, Jewelry	
45	Tools, Metalwork	
46	Tools, Weaponry	
47	Uniform	
48	Vase	
49	Veil	
50	Weaponry	

TREASURES

3D20	Treasure	Details
3	Animals, Pets and Familiars	
4	Ankle Chain	
5	Anklet	
6	Armband	
7	Armor	
8	Bangle	
9	Belt	
10	Bracelet	
11	Bracelets	
12	Buckle	
13	Carving	
14	Chain	
15	Chalice	
16	Chatelaine	
17	Choker	
18	Circlet	
19	Clasp	
20	Coffer	
21	Coins	
22	Collar	
23	Comb	
24	Coronet	
25	Decanter	
26	Diadem	
27	Earrings	
28	Fabric	
29	Figurine	
30	Flowers and Foodstuffs	

3D20	Treasure	Details
31	Furnishings, e.g. Throne	
32	Gauntlets	
33	Goblet	
34	Manuscripts and Books	
35	Mask	
36	Medal	
37	Medallion	
38	Necklace	
39	Orb	
40	Painting	
41	Pearls	
42	Pectoral	
43	Piercing	
44	Pin	
45	Pottery	
46	Reliquary	
47	Scepter	
48	Sculpture	
49	Seals	
50	Stamps	
51	Statuette	
52	Tapestry	
53	Tiara	
54	Torc	
56	Transport	
57	Trophy or Award	
58	Utensil	
59	Weapon	
60	Wristband	

TRICKS AND TRAPS

D20	Title	Trap
1	Aerial Runway	<p>A two part aerial runway spans a chasm with an island of rock set in the center. The PCs can see two archers placed on another nearby pillar of rock, which is linked to the central column of rock by a rope bridge. If PCs use the second part of runway after dealing with the archers it takes them towards and into a darkened cavern.</p> <p>Those who let go as soon as they approach the cavern land on planking and start to roll. A successful saving throw allows them to stop before they go too far - and fall into the pit full of spikes set in front of them, (for a D4 x 2D6 damage).</p> <p>Those who delay letting go immediately trigger a loud bell and a lantern lights in front of them. This lets them see the pit with spikes set below them as they continue. Up ahead an opening in the wall that's about 5 or 6 feet wide looks as if it's broad enough to allow someone who tucks themselves into a ball to get through without slamming against the wall and falling back into the pit.</p> <p>As a PC approaches, the area behind the wall appears to be white and frosty. However, as a PC commits to going through the gap an orangey-red glow floods the opening - as a Polar Worm answers its dinner bell by opening its mouth to swallow.</p> <p>There are many variants, including using Purple Worms, flying into a chamber full of low-hanging wasps' bikes or dropping a PC into a tank of glue. The bell may lead to guards</p>

D20	Title	Trap
		coming to check what's happening or the guards/ occupants may feel safe in the knowledge that any intruders will have been dealt with.
2	Altars	A group defending a temple retreats behind a large altar and fires arrows or crossbow bolts to try to fend off the PCs. However, one of the defenders uses a mace or a hammer to strike at the altar. This results in cracks appearing in the stone and either repeated blows from the hammer/ mace or the PCs' attacks soon break a corner off the altar. As the stone falls away a large clawed foot is revealed and it may appear to twitch or flex. The defenders, perhaps with the aid of the party's attacks, will then try to crack the altar open. Once something like 50 points of damage has been done to the altar the troll it contains will be sufficiently free to break out. The defenders will flee through a door or behind a curtain - leaving the PCs to deal with the hungry troll.
3	Arrow Trap	A pressure plate or tripwire triggers an arrow trap, which sends a flurry of arrows shooting down one side of a corridor. The PCs can choose to jump aside or to stand firm, but the saving throw for those at the front who stand firm/ simply duck is at -6. Those who jump to the other side add +6 to their saving throws. However, if those on the untargeted side outnumber those who stand firm by more than one, a balancing mechanism built into the floor is tripped and the floor rotates by 45 degrees dumping those in the corridor who can't find something to hold on to into a slide, which leads to any number of further complications, e.g. a largely flooded, covered pit.
4	Brain Drain	The PCs come upon a pedestal with a bleached skull sat on top. The skull has teeth in place and a white pebble in each eye socket. When anyone approaches within 20' of the

D20	Title	Trap
		<p>pedestal the skull changes color to match the highest attribute of the closest character.</p> <p>Strength makes it red; Dexterity makes it orange; Constitution makes it yellow, Intelligence makes it green, Wisdom makes it blue, Charisma makes it indigo, (and for those using a Corruption score, which is also the highest of the character's attributes, it turns violet). The skull is then locked to that color and attribute while the same person remains within 20'. At the point when the skull becomes colored the teeth and eyes turn into gemstones of the same color as the skull.</p> <p>Anyone touching the skull, including the teeth, while it is colored has their highest attribute flipped with the currently locked attribute. So if a Fighter with high Strength touches the skull while it's green the Fighter's Strength swaps with Intelligence. The effect may be temporary or permanent.</p> <p>Each color only locks once before the skull becomes bleached and won't activate again. The gems can be taken before the skull is completely bleached, (to a value of 12 x 100gp and 2 x 500gp), but it won't work without at least one gem in place. Removing all of the gems makes the skull explodes for 4D20 of damage – saving throw allowed.</p>
5	Breath Activated	<p>A locked double door depicts a Gorgon on one door and a dragon on the other door. The two designs interlock down the center and the door and the images appear impervious to physical attacks. The door will open when the breath of a Gorgon and the breath of a dragon are directed at the door simultaneously. The creatures probably need to be alive at the time. Alternatively, they might need the gaze of an undead</p>

D20	Title	Trap
		creature to allow access to a tomb.
6	Chasms	<p>The main ropes on a long rope bridge running over a chasm are threaded through humanoid skulls that run the length of the bridge. The skulls have a rope running into the mouth and then out of a hole drilled in the back of the skull. They also all have a second hole in the top of the skull, which has been plugged. Removing the plug from the top of a skull releases a foul smell and a dollop of some kind of insect-based paste sits inside each skull. It looks as though it acts as lubricant or preservative for the ropes. Nothing else will happen if one or two skulls are uncorked.</p> <p>However, if more lids are removed; skulls are damaged because the party comes under fire while crossing the bridge; or the party is chasing someone across the bridge who starts smashing the skulls a mass of rats and similar vermin living on either side of the bridge will rush towards any open jars and start chewing the paste and the rope it's attached to.</p>
7	Chutes	<p>A chute or slide sends adventurers plunging down a darkened tunnel where they join a pipe containing lots of flowing water that carries them out into mid-air. Those who do nothing to slow their descent fly out of the pipe at considerable speed and land with a splash in a large pond within an underground garden. Those who try to slow themselves on the long way down are less fortunate. They land among the flowerbeds, where the soil and vegetation cushions their landing. This disturbs the carnivorous plants occupying the flower beds, which are motion sensitive and will lash out with thorns, entangle with ivy, shower characters in clouds of pollen and, in some cases, bite. Within D4 rounds of pollen being released oversized bees will start to arrive.</p>

D20	Title	Trap
		<p>Things may not be so great for those who get as far as the pool – or those who flee to the pool - once any occupants lying below the surface have received a rude awakening. A Giant Octopus is a good option here, as it can use its tentacles to add to characters’ confusion and even pursue the characters from pool to pool across a series of rooms. For best effect the GM might want to have placed various fountains, streams and pools as fixtures found in surrounding areas.</p>
8	Collapsing Ceiling	<p>There are 24 columns within this large chamber. However, only one at each corner of the chamber actually works to support the roof. The rest are just made of plaster and will burst or explode as a result of a sturdy blow or similar force amounting to 10 damage each. The roof may show a few cracks above pillars which are smashed apart and chunks of plaster can fall from those areas.</p> <p>Nevertheless, there will be no major collapse unless two of the four solid pillars are damaged to the extent of sustaining 25 damage each. If two go half of the ceiling above buckles and the contents of that half of the chamber above slide down into the side of the chamber with the remaining columns. If three or four go - at roughly the same time as or along with the first two - the ceiling will collapse and drop into the chamber with the columns. Placing a destructive monster or NPC, (such as a giant, a golem or a Magic User with a number of explosive spells), in the chamber to start breaking pillars is the easiest way to spring the trap, as PCs may fight fire with fire and assume that the pillars are all merely decorative.</p>
9	Corrosive Pool	<p>This pool, fountain, large puddle or stagnant pond found within a darkened room is coated in pond weeds. However,</p>

D20	Title	Trap
		<p>holding a light to the water shows a number of gleaming or shiny objects lurking beneath the weed. The water itself is inert, but anyone or anything stepping into the weeds to retrieve the jewels at the bottom of the pool, while using or wearing metal, finds the weed attaching itself to the metal and burning itself in.</p> <p>Removing the weed from the metal is possible within the first five rounds by freezing or electrocuting affected items. If the weeds are removed the metal loses +1 from any magical properties. If the weeds are left unharmed and in place magic items such as weapons, some gauntlets and most armor soon show a faint fern-like pattern over the surface of the metal.</p> <p>When exposed to bright sunlight for seven hours or more the metal starts to collect energy. As a result, for the next 24 hours the wielder or wearer can make the items glow in the dark to a radius of 10', resist cold at will and strike at +2 against undead creatures - causing them double damage. The bearer can also discharge all the energy in a single blow that strikes as a natural 20.</p> <p>Using the various properties of the altered metal over 24 hours just once causes no ill effect. However, using it twice causes an alignment shift towards the good and/ or lawful. Using it more than twice completes any change to good/ lawful alignment.</p>
10	Crimson Afterglow	<p>This lightly fragranced cloud of crimson mist smells a bit like mixed spices. It lowers visibility to a radius of only 10 feet, but appears to have no other immediate effect. It is, in fact, being absorbed through any exposed skin and characters will find</p>

D20	Title	Trap
		<p>that their skin starts to glow red in the dark D6 rounds after leaving the mist. This appears like an aura around all exposed flesh, so even a Paladin in full plate armor with only a slit at the eyes will appear to have eyes that glow a deep red. The glow extends up to 12” away from the person. It is plain to see in the dark and remains for 4D4 turns.</p>
11	Dart Trap	<p>This particularly unpleasant dart trap fires a spread of 24 darts in a spreading pattern. Being hit by a dart only causes 1hp of damage. The problems start upon trying to remove the darts. They are barbed, which means that pulling one out causes D4+4 of damage. In addition, a threaded spider silk is attached to each dart. These almost invisible wires are incredible tough, (taking 15 damage each), and quite hard to see or to hit.</p> <p>If several darts are attached to PCs, and the characters start to move around with these wires attached, there may also be laceration damage to PCs who run into wires or have the wire dragged against them while wearing anything less than leather armor.</p> <p>Sending an attack against PCs while they’re entangled in this way needn’t be lethal, providing the PCs have access to some kind of barrier or similar delaying tactics and/ or realize the dangers of fighting hand-to-hand by taking decisive action to disentangle themselves.</p>
12	Decoy	<p>An entire guardroom has been carefully equipped with shadowy lighting, furnishings and a few straw men/ mannequins dressed in uniforms. They are seated round a lit brazier and facing away from the entrance.</p>

D20	Title	Trap
		<p>A half-eaten meal is set on a table and a variety of wires allow the mannequins to carry out a limited range of repeated movements. From outside the door it's quite a convincing scene and a conversation seems to be going on between two of the supposed guards. (The effects can all be automatic – running on magic or cotton mill punch cards – or be overseen by a couple of guards hiding in the roof space). Careful observation may indicate that something isn't quite right and pausing to fire a missile at one of the dummies should exposed the scene.</p> <p>Those who prefer to rush in walk on to a floor space that can take the weight of the props, but collapses as soon as additional weight equivalent to two humans is added. The pit below can contain any of the usual dangers offered by spikes, flooding or monsters. Alternatives such as glue, honey, paint, detergent, liquid soap and/ or chalk dust can all offer lighter options to add a touch of slapstick and/ or a bit of an extra challenge for players to deal with. (Not forgetting the contents of the lit brazier).</p> <p>Darker options such as acids can be used, but it's darker still to avoid the obvious and use immersion in liquids and gases as sources of infestation, to pile on the pressure, (e.g. the pit contains a gel or jelly monster), or to snatch defeat from the jaws of victory, (e.g. the pit full of bones and dried gore doesn't come alive immediately and the players can get close to constructing a ladder from the bones – before blood pours into the pit).</p> <p>These delayed and compound effects, involving adding layers</p>

D20	Title	Trap
		<p>in glazes or as successive coats, (whether chemical or organic), can hold the players in suspense, as, for instance, the glue that didn't seem too much of a problem is followed by chalk dust - and then the chamber suddenly starts to warm up fast.</p> <p>Aside from baking up ceramic PCs on the spot the use of glazes and reactive coatings easily turns PCs into triggerable 'flash paper'. I.e. it might be hours before a PC walks under a waterfall causing a reaction triggered by exposure to water. Equally, a PC could be exposed to a gas that animates a previously inert symbiotic slime days after the PC became coated in the slime. Perhaps, allowing the character to regenerate a D6 of the PC's damage every day.</p> <p>A further advantage to turning PCs into walking, dial-able detonators lies in refreshing areas of an adventure that PCs may wish to return to. For example, returning to a location to plug in a succession of keys for a door with seven massive locks can get seriously repetitive.</p> <p>However, if the chamber contains a mist, with an initial effect that's mild or has no apparent effect, the PCs can be encouraged to wade or swim through different pools in each of the seven key locations. Upon returning to the mist something indicating a chemical or magical reaction, such as glowing or fizzling, can give PCs some warning. The PCs now face some kind of benefit and/ or hazard each time they return to the chamber with the door and the seven locks.</p> <p>The PCs have to decide whether to avoid the coatings or look at working out which coatings are likely to be of benefit, e.g.</p>

D20	Title	Trap
		<p>the nature or theme of each of the seven key locations may serve as a guide, e.g. the calm, thoughtful rose garden compared to the funereal secret garden packed with poisonous plants. Of course, the options go beyond that as a rose coating or wash blended with a toxic coating might have a more bittersweet effect than either wash on its own.</p> <p>Clearly, too many options will be too much at once for some new players. However, experienced players can use types of color, material, texture, reaction . . . set in tiers to start to give a campaign a language of its own.</p>
13	Deformation	<p>The party's opponents have placed themselves on a platform or balcony where they can pour spells or missiles on to the adventurers. The wall behind them is made of some kind of rough, glassy surface through which only a dim light can be seen. Occasional shadows cast over the surface of the glass hint at someone or something observing the combat.</p> <p>The defenders are well-armed and persistent, so the PCs may be tempted to blast them with a fireball, a lightning bolt or such like. This will crack and burst the glass, allowing the contents of the massive aquarium pool behind the glass to pour directly into the chamber the PCs are occupying.</p> <p>The area where the PCs are standing may be hit by a wave that drains off or, if the entrances are sealed, a pool may form - containing the creatures from the aquarium pool and any remaining defenders that were on the balcony/ walkway.</p> <p>Monsters from the aquarium maybe be suited to just a pool or also be able to survive on land. A wave effect acting on all</p>

D20	Title	Trap
		<p>creatures may leave them high and dry; pour them into other pools elsewhere in the adventure; and/ or seed other areas of the dungeon with a selection of defenders and amphibious creatures.</p> <p>Taking account of where a wave of water will go and drain off to when designing the overall area allows a reasonably authentic distribution of pools, monsters or defenders.</p>
14	Diamond Dust	<p>The Eye of Terror is coated in a gluey, symbiotic slime that has left it encrusted in gems. There are a D4 x 100 small 10gp precious stones, 2D4 x 10 larger 50gp gemstones and D4 x 10 100gp jewels. These improve the creature's armor by a D4. If the monster is in danger of dying, i.e. below 25% of its HP, it will turn all eyes inwards and use them to explode itself. When this happens the gems form a dense cloud of shrapnel that reaches to a range of 60'. Those within the line of fire must save or sustain 8D8 damage. Anyone wearing full metal armor saves automatically and those who save take half damage. The 100gp gems can be retrieved in the form of twice as many 50gp stones.</p>
15	Dragon Knuckles	<p>Dragon Knuckles are enchanted D20s of the same color as a type of dragon. A PC in possession of one of these is able to increase the damage caused when striking with a handheld weapon by channeling the essence of a dragon into blows. As a result, weapons can cause an extra D6 damage of the same form as the damage caused by the color of the dragon indicated by the dice. That usually means a breath weapon. A creature immune to the type of damage delivered by a dragon, e.g. a Salamander hit by a Red Dragon's flame, doesn't take the extra damage.</p>

D20	Title	Trap
		<p>In addition, when Dragon Knuckles rolls a natural 20 to hit with a handheld weapon the overall damage is not doubled, but trebled. At the same time the amount of energy unleashed results in the attacker suffering the same damage as the target.</p> <p>Immunity to the additional ‘dragon-based’ damage can reduce injuries, but the damage channeled from the weapon itself still occurs. E.g. fire resistance with a red Dragon Knuckle or immunity to poison for a green Dragon Knuckle may help to reduce the extent of the damage.</p> <p>When a natural 1 is rolled the PC can takes damage as if struck by the weapon by the PC - in addition to any other consequences for fumbling. As above, active immunity or resistance to particular types of damage may reduce the extent of any injuries.</p>
16	Drums	<p>These beautifully carved ceremonial drums have a second skin on each side, which is coated with the naturally occurring minerals found in modern snap powder. A light roll across the surface is unlikely to make contact. However, beating such a drum - especially with the pompom drumsticks provided - causes a flash explosion across the surface that ignites a pouch of primitive gunpowder made using ingredients such as pine resin and sulfur.</p> <p>The drum will explode almost instantaneously. The blast damage will not be particularly high, e.g. 2D4 within 10’. However, there is a loud bang and there may be other pouches inside, (e.g. dyes or an obnoxious scent), which have their contents sprayed over the surrounding area and everyone within it.</p>

D20	Title	Trap
17	Dynamite Doors	<p>This sturdy, heavily locked and chained door can be opened by picking eight locks successfully. GMs may wish to arrange more frequent interruptions for those who take a while to work through the locks, e.g. a new arrival for every failed attempt at picking a lock. If the PCs decide to go through the door, (which has no hinges showing from the outside), puncturing or burning the wood will burst a previously sealed layer of water and a layer of oil; before arrive at an alkali metal, i.e. to explosive effect. Chemical options include Lithium, Sodium, Potassium, Rubidium, Cesium and Francium.</p> <p>These are increasingly explosive options, so stack the damage accordingly. One way of doing this is to have a sequence of such doors, which cause fairly minimal damage at first, but suddenly introduce more reactive metals. (Francium decays after 22 minutes, so it's incredibly rare/ only of temporary value in defending an entrance). Cesium will usually get the job done.</p> <p>If you're uncomfortable with introducing lightweight chemistry alongside traditional magic the usual route is to offer alchemy as a character class or as a set of secondary skills. This brings manufactured glass, transformed metals, chemical glazes, explosives and Greek fire into the gameplay – which some players like.</p> <p>Others may wish to absorb alchemy into spellcasting by offering a spell that makes glass or a potion which converts metals.</p>
18	Falling	A pressure point or a lever sends a huge, lead blade scything

D20	Title	Trap
	Blade	<p>across the path of the party. The blade is very heavy and quite slow – allowing PCs who wish to jump out of the way/ duck +6 on their saving throws. Unless stopped by some source of readily available, rapidly applied action the blade smashes into a wall. The hole punched in the wall may open up a huge hornets’ nest packed with giant insects or strike a tank containing thousands of gallons of an armor damaging acid – all of which begins to slosh into the corridor at great speed. It’s not necessary to completely drench PCs to get interesting effects, e.g. a metal weakening acid only needs to be 12” deep to cause problems if the PCs can’t get their feet out of the way in time.</p>
19	Fight Night	<p>What amounts to a palace in a single room has fallen into disrepair. The interior displays threadbare banners hung over walls, balconies and floors coated in shriveled ivy. Worn floor tiles barely reveal the patterns that once decorated the floor and all the paintwork is dull and faded. Metals have either corroded or become deeply tarnished. Wood has fared little better and is clearly distressed. The cracked ceiling tiles seem to be supported as much by the web of withered ivy spread across as anything else.</p> <p>The only item that still gleams and looks new is a coronet placed upon a pedestal between two crumbling thrones set on a platform at the end of the main processional walkway. Each throne has a skull stack set on the other side of the throne from the side with the pedestal. There are 35 humanoid skulls in one stack and 21 monster skulls in the other. As you approach a shallow, circular pit/ arena can be seen set into the front of the platform. The 4’ deep pit is empty and has faded tiles that show faint stains in spatter patterns below the spread</p>

D20	Title	Trap
		<p>of dried ivy.</p> <p>A circle marked at the center of the pit appears no different from the rest of the tiling. However, if people are sitting on the thrones and extend their hands to link the skull stacks and the pedestal in the center, a Monster Summoning spell will activate in the circle within the pit/ arena. The creature can't seem to escape the pit and doesn't seem able to be attacked or to be acted upon from outwith the arena. Instead the monster awaits a challenger for six rounds. One PC or NPC can act as a challenger. No one else can get in while a challenger is already inside - and the challenger can't get out unless a summoned monster has been slain.</p> <p>As soon as blood is spilt inside the arena the ivy begins to turn green and the color returns to the tiles inside the pit. Once 25 points of blood have been spilt the ivy throughout the room begins to come to life and both banners and fixtures start to look less worn and tattered. With 50 points of blood spilt inside the arena the chamber becomes fully restored for the next week.</p> <p>It's as if everything is new - and a victorious challenger can leave the pit, walk to the pedestal and wear the crown. The crown bestows Strength +2 and Dexterity +2 on the wearer for up to a week, i.e. while the arena is blooded. The 'life' drains back out of the entire chamber, including the crown, if the arena goes without blood for a week.</p>
20	Fountains	<p>The waters in the seven rainbow colored fountains leave an almost imperceptible glaze over the surface of the skin of anyone immersed in the water. Upon partial immersion the</p>

D20	Title	Trap
		<p>first six colors add +1 to the attribute linked to each color for 24 hours, i.e. red for Strength; orange for Dexterity; yellow for Constitution; green for Intelligence; blue for Wisdom; and indigo for Charisma. The violet fountain causes the attributes of those washing in the water to scramble for 24 hours.</p> <p>There are various ways of carrying this out, but a reverse in the order of the attributes has the most effect, as physical attributes will be swapped for mental attributes. An alternative is to roll a D4 and shift all scores along by the number of positions rolled.</p>