

DUNGEON ROOM DESCRIPTIONS

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Dungeon Room Descriptions!*

Door Material	Door Latch	Door Feature
a beaded string curtain	bone handle	a crude iron door knocker is fixed on the outside of the door
a fabric curtain	carved wooden handle	hinges that allow the door to swing both directions
adamantine	carved wooden knob	a small shuttered window that opens from the inside
basalt	double-sided iron bolt	a small open window at eye level
brass	double-sided iron bolt with keyed lock	a small hole at eye level
bronze	double-sided wooden bolt	a small hole at eye level that has a simple swinging flap
fir planks	double-sided wooden bolt with keyed lock	angled iron ventilation slats near the bottom of the door
granite	iron bolt on the inside	a skull is painted in black on the door
ice	leather thong handle	a dwarven face with a long beard is carved in high relief on the outside
iron	no handle	is a split double door that is hinged on both sides and latched in the middle
leather over a wooden frame	shaped iron handle	a small two foot high door cut into the bottom that can be opened separately
limestone	turning handle with keyed lock	a floral motif has been carved into this door
marble	turning handle with no lock	a pair of stick figures is sketched upon the door in charcoal
mithril	wood bolt on the inside	a kobold face with it's tongue sticking out is drawn with chalk on this door

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Creating and Using the Descriptions

This document contains numerous tables with various entries. Descriptions for Door, Rooms and Combined can be generated using the structured templates and entering a random entry from each table.

Description Templates

Use the templates below, inserting a value from the named table (the bold table name enclosed in square brackets)

Door Description Template

The door is made of **[Door Material]**, it has a **[Door Latch]** and **[Door Feature]**

Room Description Template

This room has **[Floor]** **[Floor Feature]** The ceiling is a **[Ceiling Shape]** and **[Ceiling Feature]** **[Wall]**
[Notable]

Combined Description Template

The door is made of **[Door Material]**, it has a **[Door Latch]** and **[Door Feature]** This room has **[Floor]**
[Floor Feature] The ceiling is a **[Ceiling Shape]** and **[Ceiling Feature]** **[Wall]** **[Notable]**

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Tables

<i>Door Material (d100)</i>	
1-4	a beaded string curtain
5-8	a fabric curtain
9-12	adamantine
13-16	basalt
17-20	brass
21-24	bronze
25-28	fir planks
29-32	granite
33-36	ice
37-40	iron
41-44	leather over a wooden frame
45-48	limestone
49-52	marble
53-56	mithril
57-60	oaken planks
61-64	oaken planks with iron bands
65-68	opaque brown glass
69-72	pinewood planks
73-76	quartzite
77-80	redwood planks
81-84	redwood planks with iron bands
85-88	sandstone
89-92	slate
93-96	steel
97-100	wired together bones

<i>Door Latch (d20)</i>	
1	bone handle
2-3	carved wooden handle
4-5	carved wooden knob
6	double-sided iron bolt
7	double-sided iron bolt with keyed lock
8	double-sided wooden bolt
9	double-sided wooden bolt with keyed lock
10-11	iron bolt on the inside
12-13	leather throng handle
14-15	no handle
16-17	shaped iron handle
18	turning handle with keyed lock
19	turning handle with no lock
20	wood bolt on the inside

<i>Door Feature (101)</i>	
1	a crude iron door knocker is fixed on the outside of the door
2	hinges that allow the door to swing both directions
3	a small shuttered window that opens from the inside
4	a small open window at eye level
5	a small hole at eye level
6	a small hole at eye level that has a simple swinging flap
7	angled iron ventilation slats near the bottom of the door
8	a skull is painted in black on the door
9	a dwarven face with a long beard is carved in high relief on the outside

<i>Door Feature (101)</i>	
10	is a split double door that is hinged on both sides and latched in the middle
11	a small two-foot-high door cut into the bottom that can be opened separately
12	a floral motif has been carved into this door
13	a pair of stick figures is sketched upon the door in charcoal
14	a kobold face with its tongue sticking out is drawn with chalk on this door
15	a tree is carved in relief on this door
16	is decorated with the dwarven alphabet that has been masterfully carved in the door
17	the top of the door and portal are arched
18	a foot square window is at eye level and is protected by iron bars
19	a figure of an elven archer is etched into the door
20	a dwarven battleax is carved into the door
21	a measurement scale is carved into the door
22	a robed hooded figure holding a gnarled staff is etched in relief on the door
23	is warped and bent which makes it difficult to open or close
24	shows signs of acid damage
25	"out" is written in common across the middle
26	a gauntleted fist is carved in relief in the center
27	a string of crude bells is hanging from near the top of the door
28	a crudely painted arcane eye is painted in blue
29	"cum n" is written with blood in common
30	is painted with a fresh blue paint
31	is painted red, probably several years old

<i>Door Feature (101)</i>	
32	is charred by fire
33	is partially melted and deformed
34	a red hand print is painted in the center
35	a mat made of woven moss about two by three feet lies in front of this door
36	shows signs of having been broken and crudely repaired
37	a single vertical line is drawn heavily across this door
38	is painted with a wide horizontal stripe of bright yellow
39	is covered in a thick yellow fungus, but the walls surrounding it are not
40	a sign was once carved in high relief on this door, but most of the letters have been scraped off, leaving only "o N nt "
41	an oversized human-like handprint, about ten inches across, is burnt into the door
42	a rotted leather cuirass is nailed to the door
43	the door has been colored in with a white chalk
44	the door gives off a soft violet glow, shedding dim light for 10 feet on both sides
45	the left arm of a humanoid is pinned to the door, mostly bones remain with only a few tatters of flesh and sinew
46	seven tally marks have been etched into the bottom of the door
47	the face and handle of this door has been covered with feces
48	three finger sized holes have been cleanly bored through this door near the top edge of this door
49	the doorframe is heavily scorched and covered in soot, but the door has either been cleaned or replaced as it shows no such signs
50	multiple layers of undecipherable graffiti cover the door

<i>Door Feature (101)</i>	
51	splotches of dried red mud cling to the door
52	is heavily cracked and appears that it may fall apart if disturbed
53	bloody paw prints, as if from a canine, cover the mid portion of the door
54	two pitons are hammered into each side of this door
55	a closed eye gilded in copper is etched upon the outside of this door
56	the door is covered in frost and is icy cold to the touch
57	the bottom hinge side of the door has been damaged and a portion is missing, leaving a roughly triangular section about a foot wide and high missing
58	the door shows signs of hundreds of nicks and scratches, and if it were used as a target
59	the door is hot to the touch, not enough to cause damage, but it quickly becomes uncomfortable
60	a black 'X' is drawn across the inside of the door, it appears to have been done with tar
61	a dozen iron nails have been hammered into the outside of this door into the shape of a circle
62	a tin horn that has been hammered flat has been nailed to the outside of this door
63	any creature that approaches within five feet of this door casts a dark shadow upon it, regardless of nearby light sources
64	the iron hinges of this door are heavily rusted and cause a loud squeaking noise when the door is moved
65	this door appears to once have been elaborately engraved and decorated, many gouges and missing sockets show that it has been completely vandalized
66	shimmers and ripples like it is not fully there, though to other senses it seems like a normal door
67	is textured with small relief carvings that look like small reptilian scales

<i>Door Feature (101)</i>	
68	is covered with flicking magical flames on the outside. They give off the light of a torch, but are cool to the touch
69	a blue flame sigil is upon the exterior of the door, it appears undamaged and perfectly rendered. Investigation shows that it is an arcane mark
70	with red wax that has been poured over the handle to seal it, but it is broken and cracked
71	is hinged to be self-closing and swings loudly shut if not held open
72	the frame of this door is carved with elaborate scrollwork, the door itself is completely plain
73	two dwarven warriors are carved in relief on the sides of this door
74	the silhouette of an elf painted in blue has been roughly sketched upon the outside of this door
75	the inside of the door has a large sheet of steel attached to it and polished like a mirror
76	a demon's face is crudely painted on the outside of the door using a dark red-black paint
77	a dragon is carved in relief above the door
78	a shuttered horizontal firing port is at waist level
79	is polished smooth on both sides
80	is warped and the edges have been shaved off, leaving visible gaps around the edges
81	has what appears to have once been a decorative stain glass window set high in the door. The glass has been broken out and only the frame remains
82	a small humanoid skull is spiked to the outside of the door
83	is extremely battered and scarred and shows signs of extreme age
84	a pentagram has been etched into the outside of this door

<i>Door Feature (101)</i>	
85	a large, old blood stain starting at mid-height and running down stain the door
86	the latch and handle appear much newer than the door
87	on the inside of the door a chalk arrow points to the lower hinge
88	a hand-sized "x" has been chalked upon the outside of the door
89	a hand-sized circle with an inscribed "x" has been chalked on the outside of the door
90	a crude drawing in charcoal of an ogre or troll decorates the outside of this door
91	half a dozen rat skulls have been string on twine and hand from a nail on the inside of this door
92	several common protective symbols have been crudely carved on the inside of this door
93	four large scratch marks run parallel down the outside of this door
94	a six-pointed star in the middle of the door pulses with blue light
95	is in perfect condition and appears brand new
96	a "V I" is scrawled in yellow chalk in the center of the door
97	a hole has been drilled through the door at waist height but has been plugged with mud and wood
98	a mummified goblin hand has been nailed to the outside
99	the outline of a four-fingered hand has been outlined in charcoal on the outside
100	three green horizontal lines are drawn across the outside
101	is otherwise plain

<i>Floor Surfaces (d20)</i>	
1-2	roughly hewn stone floor that has small gravel and dirt strewn around.
3-4	smoothly hewn natural stone floor.
5-6	smoothly hewn natural stone floor that have been polished smooth.
7-8	worked stones that have been cut and fitted into flagstones to make a fairly even floor.
9-10	a hard-packed dirt floor.
11-12	stone blocks that have been fitted together into tiles for the floor.
13-14	clay bricks that have been laid down to form a solid floor.
15	square marble tile floor.
16	limestone tile floor.
17	irregular flagstone tile floor.
18	colored ceramic tile floor.
19	hexagonal slate tile floor.
20	black granite tile floor.

<i>Floor Features (d100)</i>	
1-2	There are numerous scorch marks and signs of fire along the floor of this room.
3-4	The floor of this room has a channel or groove cut into it. It is about a hand's width wide and runs directly at the entryway. It appears to be several feet deep, and the glint of what might be metal can be seen deep within it.
5-6	The floor of this room has several gentle waves worn into the stone, as if millions of feet wore some sort of haphazard paths into the stone.
7-8	This floor is carved into rectangular tiers about two and a half feet wide and four inches deep. Descending towards the center of the room.
9-10	The floors and bottom few feet of the walls of this room are covered in a green-black paste.
11-12	The floor of this room is cracked and uneven, like a brick that has been shattered and crudely put back together. Finger width cracks run throughout the room, making you wonder if the floor is stable.
13-14	A large "X" about 4 feet across and painted with dark stain or blood is in the center of the room.
15-16	Almost two inches of fine silt covers the floor of this room.
17-18	A light smatter of small rounded stones about the size of pebbles are scattered about this room.
19-20	The floor of this room has a squared spiral pattern carved about one inch deep and a foot wide. Dirt and small stones have collected in the edges and many of the edges are nicked and cracked.
21-22	The floor gently slopes upwards to the center of the room, which is about a foot higher than the edges.
23-24	The floor of this room is a mottled of red, tan and black granite.
25-26	The floor of this room appears to be a single sheet of dull silver metal. It is slick and movement must be made cautiously.

<i>Floor Features (d100)</i>	
27-28	Numerous lines are etched into the floor of this room. They are less than a finger's width wide and have been filled and obscured by dirt and wear. It appears that this may have once been a map or mural, but is now indistinguishable.
29-30	The entire floor of this room seems to be made from a cloudy white quartz that gives off a gently light that fills the room with a shadow less brightness.
31-32	Hundreds of foot high runes are carved into the floor. Investigation reveals no known meaning or language.
33-34	Arranged in concentric rectangles, the floor has been inscribed with arcane runes. Investigation indicates no pattern or intent and it seems likely that no two are the same and that it may serve some instructional purpose.
35-36	A stylized sun burst is centered in the floor of this room. Close inspection reveals that it is made from one continuous piece of black obsidian that has been formed into grooves etched about two inches deep.
37-38	Several feet from the entryway are a group of almost a dozen steel shafted spears protruding up from the floor. They are angled towards the door and appear stained with old blood. Many are bent and several seem to be missing.
39-40	A five-foot circle of white marble is centered in the floor of this room. It is flush with the rest of the floor and shows no signs of stains or wear.
41-42	The entire floor is covered with a smooth sheet of ice about two inches thick. The stone underneath is cold and reforms the ice in a few hours if removed.
43-44	A stylized eye about ten feet across has been engraved in the floor. It appears it may have once been inlaid with precious metal, but no traces remain.
45-46	Small pools of steaming water bubble up from the stone in a handful of places throughout this room. The steam makes the room warm and humid.

<i>Floor Features (d100)</i>	
47-48	Several deep scrapes in the floor lead away from the room's entrance.
49-50	A section of the floor about ten feet across and shaped like a hex is a smooth blue stone that gives off a faint glow. Several places around the edge show signs of damage.
51-52	A small spout of water about 3 inches high bubble up in one corner of the room. The water runs slowly along the wall before it seeps into the ground.
53-54	Recent chalk marks along the floor seem to sketch out a random path across the floor using arrows.
55-56	The floor of this room is made of a porous grey stone. When walked on, it gives a few inches like a soft mat or sponge.
57-58	A series of footprints about an inch deep track across the room. They appear to be human sized and shaped like a pair of boots.
59-60	Streaks of blood begin in the entryway and continue across the room, ending at the wall on your right.
61-62	Crude chalk drawings adorn the floor. They appear to be pictures of goblins battling humanoids, and winning.
63-64	A pit has been carved into the stone of the floor near one wall. It is about two feet wide, five feet long and three feet wide.
65-66	Line traces of violet light appear and disappear randomly across the floor.
67-68	A circle with an inscribed six-pointed star is laid out with a fine blue sand. Investigation shows that the line elements are continuous and unbroken.
69-70	A single crack about a handspan wide runs across most of the room. Investigation shows that the crack is five to ten feet deep.
71-72	Small wisps of smoke rise up from the floor and dissipate after rising about a foot.

<i>Floor Features (d100)</i>	
73-74	Four sets of circles are painted crudely on the floor, each circle inscribes a different shape; triangle, square, four-pointed star and a six-pointed star.
75-100	The floor is plain and bare.

<i>Ceiling Shapes (d20)</i>	
1-3	flat
4-5	barrel vaulted (a semi-circular ceiling running in a single direction)
6-7	groin vaulted (semi-circular ceiling runs in both primary directions)
8	coffered (flat ceiling with sunken rectangular recessed panels)
9	hipped (flat panels gently sloping up to common seems/joints)
10	flat reinforced with stone beam with regular rectangular shaped beams
11	flat with wooden planks reinforced with regular wooden beams
12-14	domed (entire ceiling is gently rounded)
15-16	faceted (ceiling is broken into flat facets similar to a dome)
17	barrel vaulted with ribs (regular rounded ribs support this barrel vault ceiling)
18	flat trayed ceiling (concentric tiered recesses)
19	flat ceiling with coved edges
20	cathedral vaulted (multi-domed)

<i>Ceiling Features (d100)</i>	
1	with an eight-foot diameter semi-circle in the center with a foot-long broken chain hanging down from a hook in the center.
2	that has been painted black and has small brass sockets that might have once held gems.
3	each of four triangular sections has been relief carved into a different scene of dwarven domesticity; mining, smithing, family, and battle.
4	that looks like it was once plastered smooth and painted. Only small sections of plaster remain with the paints faded to obscurity.
5	has dozens of regular small holes apparently drilled into it. They are about two fingers wide and straight up for as far as you can see.
6	with an uneven crack about 3 feet long allows a trickle of water to come splashing down into the middle of the room. The water forms a small pool before slowly running towards the wall and seeping into the floor.
7	is covered with spikes. Many are rusted, stained, bent or even broken. They are spaced regularly every foot or so and protrude down about a foot.
8	is covered with an old fresco, the paint is old and faded and appears impossible to make out. A close investigation reveals it is scenes from dwarven legends.
9	is intricately carved with a repeating pattern of angular geometric shapes.
10	has many coffers, each is carved into different geometric patterns like Celtic knots, mazes, and strapwork ornaments.
11	with white cloud-like patterns slowly move across it and must be the remains of some arcane illusion.
12	that has a bas relief eight-pointed star carved into the center.
13	that is a mottled collection of different type and colors of stone.
14	that has been polished smooth and appears to be made of a marbled granite.

<i>Ceiling Features (d100)</i>	
15	is not regular or smooth, but seems to be made up of parallel fins or vanes that hang vertically. Inspection reveals them to be a hard but brittle rock.
16	that has numerous wrist sized ribs that are patterned like a spiderweb.
17	appears broken and cracked. The cracks are from the width of a hair to that of a fist, but don't go more than an arm's length deep.
18	with several large sections that appear to have been melted unevenly. In several places the stone has dripped to the floor below causing small mounds and stalagmites.
19	covered with moist dark green moss.
20	covered with large blotches of yellow-white lichen.
21	dances with blue-green flames. Investigation reveals this to be due to a burning gas that must be seeping from the stone.
22	with arm thick tendrils of viscous brown goo that hangs down to the floor in half a dozen places. It gives off a putrid stench, but appears otherwise harmless.
23	with what appears to be a ladder carved across the length of the ceiling.
24	that has numerous finger wide gouges randomly carved into it in sets of threes, as if some clawed beast scratched at it.
25	has numerous cracks and in several places several large chunks appear to have fallen out, but no rubble remains below.
26	with dozens of arrows and bolts, and numerous javelins partially protruding from the stone.
27	with the tattered remains of what once must have been colorful streamers hanging down to about eight feet from the floor.

<i>Ceiling Features (d100)</i>	
28	has several long black scorch marks across it. Occasionally arcs of blue lightning jump down them, causing a tingling sensation if touched, but otherwise no harm.
29	is covered with drops of condensation which occasionally run or drip to the ground below. Investigation reveals that it is cold to the touch.
30	there is a roughly two-foot square recess cut into one side of the ceiling about a foot deep.
31	hanging loosely along the ceiling is a tattered rope net.
32	a large sack hanging from a hook. Investigation reveals that the sack holds several dozen dead rats that have been dead for about a week.
33	with four broken chains of varying lengths hanging from hooks in the ceiling.
34	that seems to glow with a faint red light.
35	covered in a heavy dark soot.
36	covered with a network of cracks that are no more than a finger's width wide.
37	with several concentric circles carved in relief.
38	with four "X"s carved into the stone evenly spaced about the room.
39	with five broken glass orbs fixed with iron equally about the room.
40	with the rusted remains of a full suit of plate armor pinned to the ceiling with a steel shafted spear.
41	with a dozen pitons hammered into a star shaped pattern.
42	with several sheets of stained parchment stuck to the ceiling. Upon investigation, the ink on them is smeared beyond recognition.
43	glitters with any light reflecting off the shiny carapaces of thousands of beetles that cover the entire thing.

<i>Ceiling Features (d100)</i>	
44	is carved with a crude map that is easily recognizable as the region outside of the dungeon.
45	is full of relief carvings of weapons and war machines.
46	has a handful of crudely chiseled symbols of hammers and anvils
47	with a pair of painted circles about an arm's span in diameter just inside the entryway.
48	appears to have once been tiled in a mosaic, but all of the precious stones have been picked from the ceiling.
49	with three spots of broken quarts aligned with the entryway, each is about a hand-span across and protrudes only a few inches into the room.
50	with a hand-sized groove carved into the ceiling from one side across to the other.
51-100	shows no signs of note.

<i>Walls (d100)</i>	
1	Five interlocking circles are painted upon one wall. Each circle is a different color; red, green, blue, black, and white.
2	This walls and ceiling of this room are roughhewn. Whomever created this room did so without any regard for craftsmanship.
3	Spaced about every five feet across the floor are small recesses with iron rings set into them. A couple of the thick rings have been ripped open. As if whatever was secured there pulled itself free with massive strength.
4	Etched in ash and burnt stone on the far wall is the silhouette of a large humanoid, perhaps an ogre or troll given its large form and hunched stature.
5	The walls of this room are extremely smooth, as if polished. The floor looks like it once was as smooth, but extensive wear has roughened it enough that it is not slippery.
6	The far wall is covered in small niches, about a forearm's width across and half as deep.
7	The walls to both sides of the door have crude arrows carved into them, both pointing directly at the door you just came through.
8	A groove about a hand high and a finger deep is carved into the walls all about this room about 3 feet from the floor. It appears extremely regular, as if made by magic or some incredible dwarven workmanship.
9	Arcs and irregular lines are melted into the stone throughout this room; on the walls, floors and ceiling. Most seem to be about 10 to 20 feet long and about as wide as a finger. They are only a fingernails width deep, but the melted stone is wavy and irregular, as if melted and cooled very quickly.
10	A section of wall about three feet across and four feet high has been crudely dug out as if someone had begun a mining excavation.

<i>Walls (d100)</i>	
11	The walls are decorated with thousands of red handprints. Many have faded and are hard to distinguish, but some are new. They seem to represent the size and shapes of all types of humanoids.
12	The illusion of a red sunset flickers and glows upon one wall.
13	Human shaped and sized recess are formed upon one wall.
14	Three sets of manacles hang from chains along one wall.
15	Roughly scratched in one wall in common are the words "danger - up".
16	Roughly chalked figures are drawn upon the walls. They are unflattering and look like they may be crude representations of the party.
17	Twenty iron hooks and pegs have been hammered into one wall at a height of four to six feet off the floor.
18	Faded symbols are sketched upon the walls here. Upon inspection it can be seen that there are symbols of good deities drawn with a white paint while the symbols of several evil deities are drawn in black.
19	Crudely chiseled into the wall are several geometric shapes. They don't seem to be runes or symbols of any known type.
20	Wide white chalk drawn lines are drawn vertically around the entire room. They are evenly spaced every three feet or so and are about half a foot wide.
21	The walls here are embedded with thousands upon thousands of bones. Most seem to be ribs, legs and arm bones and are stacked horizontally on each other layer upon layer. The only type of humanoid bones that are missing seem to be skulls.
22	Carved in relief upon these walls are one after another the shapes of twisted and corrupted figures. Their faces half melted into masks of twisted pain and terror.
23	Elaborately carved in relief upon the wall is a Celtic cross.

<i>Walls (d100)</i>	
24	Carved in relief at waist height around the room is an elaborate scrollwork style molding.
25	Half a dozen storage nooks about a foot square and half that deep are carved into the walls around this room.
26	Charcoal has been used to draw some very artistic scenes on these walls. They all seem to be of outdoor locations, mostly forest and mountains and often birds and small animals in them.
27	A stone bookcase about three feet wide and five tall is carved into the wall to your left.
28	Squares of alternating black and white marble are set into the walls around the room forming something like a decorative molding. The squares are about 4 inches square, and inspection where several are missing show that they are about a half inch thick.
29	To each side of the entry you just came in is a pair of recessed niches. They stand empty now, but once might have held statues.
30	Crudely drawn on the walls are several profane symbols. From the stench and appearance, it appears as if blood and feces were used to draw them.
31	The silhouette of a house with a tree on each side have been drawn in a simple sketch with charcoal about three feet high on one wall.
32	A large patch of yellow-brown mold is growing upon one wall.
33	The wall to your right is covered in green moss. It is thick and damp and appears that water seeps from the stone behind it.
34	Sketches of an elf colored in black adorn the walls. All the sketches seem to be of the same elf, as they all have a scar upon the left cheek.
35	Crudely etched into the wall are the letters "J + K" and they are surrounded by a heart.

<i>Walls (d100)</i>	
36	All the walls of this room have been splattered with fresh blood, as if thrown onto the walls from a bucket. The blood can't be more than a day or two old.
37	The remains of a large mosaic are upon the wall. All but a few stones have been picked from it, but the carved recess can clearly make out that it was once a large hammer and anvil.
38	A two-foot-high relief carved merchant's scale has been carved into the wall.
39	Carved into the center of the wall on your right is what appears to be a picture frame. Inspection reveals that it was made to hold a canvas, but no canvas or painting remains.
40	Scorched into the wall is the silhouette outline of a five-foot-high figure that is holding a sword, shield and wearing a knight's helmet.
41	Roughly chiseled into the corner of one wall are 42 small tally marks.
42	Eight arcane warding runes are etched into the wall on each side of the doorway you just came through. They indicate the door was warded by fire, but are no longer active.
43	A viscous red ooze seeps from several cracks in one wall. It forms a small puddle at the base.
44	A spring of fresh water spurts from a copper tube hammered into one wall. It forms a puddle on the floor.
45	Small wildflowers have been crudely painted all around the base of the walls.
46	The walls all show signs of severe damage. Numerous cracks and divots have been gouged into them.
47	A large section of one wall shows sign of massive heat damage. It is scorched black and the stone has melted smooth.
48	Crudely sketched upon the wall in charcoal is a lake with a large carnivorous fish in the middle.

<i>Walls (d100)</i>	
49	Painted with white, green, and black pigments is a well-drawn picture of two trolls wielding large spiked maces.
50	Several archery targets are chalked onto the far wall. Dozens of broken stones lie on the floor near them.
51	Mud stucco has been applied to the walls making them smooth except where it has cracked and fallen off.
52	About half of one wall has vines and leaves carved into it. The edges just end in no pattern, as if the task was just left unfinished.
53	Two walls of this room glitter as the stone is full of small mica flakes.
54	The walls of this room are unevenly colored. It appears they are somehow stained as the stone seems otherwise consistent.
55	Though faded, the walls of this room were long ago whitewashed and still are noticeable lighter than surrounding corridors.
56	Two of the walls are covered in mushrooms. Investigation shows that they are made of stone.
57	Large cracks show in all the walls. Some are as large as a fist and as deep as an arms length.
58	Dark oil that smells of sulfur coats most of one wall. It seems to seep from the stone and may be flammable.
59	Fist sized holes cover one corner and parts of the two adjoining walls. Inspection shows that they are deeper than can be determined.
60	Hundreds of fist sized circles of mud line the bottom of the walls. Investigation shows that they are holes that have been filled with stone and mud.
61	Carved into one wall is the face of a twisted goblin. An amber sap-like substance oozes from its mouth.
62	Heavy blue vapors seep from one wall. They float to the floor were they quickly dissipate.

<i>Walls (d100)</i>	
63	The walls of this room are covered in rude graffiti and sayings in common.
64	The walls of this room display a vivid scene as if one was centered in a forest meadow. The grass and trees sway as if blown by wind. Investigation reveals that this is due to a permanent illusion.
65	The walls of this room were once painted blue. The paint has faded and flaked, but still predominates.
66	Scratched in one corner in the common tongue is the memorial "Karl Died Here, Damn This Place".
67	Several sheets of parchment have been pasted to one wall. The ink is faded, but it appears to be an adventurer's journal, but other than some first names and list of food stuffs, nothing else can be made out.
68	Intricately carved in relief upon the center of one wall is the phrase "Titan killed me"
69	Relief carvings of dwarven warriors decorate the walls, they have been badly damaged and defaced.
70	Most of one wall is a large mural, on the right side is a giant earth elemental with its arms stretched wide around many small humanoids, while on the left is a raging earth elemental surrounded with lifeless corpses
71	A large faded mural covers one wall, a large gem is carved in relief in the center. On the left are scenes of dwarves battling orcs, both above and below ground. While on the right are scenes of dwarven domestic life such as families, mining and smithing.
72	All the walls of this room are painted with one continuous scene, divided by a horizontal line of fire, with flying demons above, and celestial creatures below.
73	The silhouette of a door has been drawn in yellow chalk on one wall.
74	A hand sized circle has been chalked high upon one wall.

<i>Walls (d100)</i>	
75-100	The walls of this room are smooth and regular, showing ancient dwarven craftsmanship.

<i>Notables (d100)</i>	
1	About a dozen rusting climbing spikes protrude from the walls in seemingly in random places.
2	The floors and horizontal surfaces of this room are exceptionally dusty.
3	The air in this room feels damp and the surfaces in this room feel cold to the touch.
4	The skeleton of a small canine is curled up in one corner.
5	Thick cobwebs cover the corners and ceiling creases of this room.
6	Cobwebs in the corners of this room appear old and dusty with small humanoid bones caught in them.
7	The tattered remains of very old cobwebs linger in the corners of this room and trap a few rodent bones.
8	Decayed tapestries, torn, ripped, neglected and faded hang upon the walls.
9	A desiccated naked human male corpse lies in one corner.
10	Laying along one wall is a partially intact medium sized humanoid skeleton.
11	One corner of this room is covered in an impenetrable darkness. Investigation reveals it is magical in nature but otherwise seems harmless.
12	A recently butchered body of a goblin with most of the meat removed is discarded near the center of this room.
13	A ragged hammock is strung up with pitons in one corner of the room.
14	A pair of blue glowing eyes float near the ceiling.

<i>Notables (d100)</i>	
15	The body of a dwarf, dead for several weeks, lies upon the floor, it's head crushed in and it's body stripped of everything.
16	Several large clumps of brown mold grow in the corners of the room.
17	A broken lantern lies in one corner.
18	A single rusted sabaton lies discarded along the wall.
19	A dented metal helmet with a bloodied feather plume lies discarded on the floor.
20	The rotted and dried remains of three humans lie strewn in the room. Only scraps of cloth remain, everything else having been looted.
21	The empty carapaces of several giant beetles lay heaped in a corner of this room.
22	The corpse of a partly eaten kobold lies along the far wall.
23	A wooden hoop about two feet in diameter hangs upon the wall. It is laced with yarn in intricate patterns similar to a spider web.
24	This room is unnaturally cold, a thin frost covers the walls and floor.
25	The corpse of a recently dead goblin lies upon the floor, rats can be seen eating the remains.
26	The entire room smells of wildflowers as if you were standing in a large meadow at the height of spring.
27	Two stone bowls covered in a dark mold, both broken, sit in one corner of the room
28	In the center of the room is a humanoid skull that has been mounted on a broken spear shaft that has been stuck in the floor.
29	A rotting dwarven corpse has been spiked to the ceiling.
30	Just inside the door sits a skeleton on a chair, it holds a rusted sword in it's hand and wears rotted leather armor.

<i>Notables (d100)</i>	
31	Scatched in one wall is the word "worimeloni".
32	This room is unusually clean, showing no signs of debris, dirt or dust.
33	Several iron sconces are on the walls all are empty of torches.
34	Four damaged fixtures are on the walls, it appears they once held oil lamps, but little now remains.
35	Five bodies lay fallen in a pile near one corner; two human males, one female, a male dwarf, and a female elf. They appear to have died in the last hour and have been thoroughly looted except for their clothes.
36	A lit oil lantern sits on the floor in the middle of this room. Investigation reveals that it has half an hour of oil remaining.
37	A freshly bloodied and torn tunic lies on the floor.
38	A ratty old cloak hangs from a hook on one wall.
39	A small hole is dug in one corner, it has been used as a latrine and shows recent use.
40	Five ruined crates lay scattered in one corner. They have been ransacked, but appear to have once held bottles of alcohol.
41	A pedestal about 3 feet high stands in the middle of the room and has a spire protruding from the top. The spire casts an unnatural shadow onto the floor as if it were a sundial, but there are no markings on the floor to judge if that is its intended function.
42	The stump of a once large tree protrudes from the broken floor near the center of the room. It has been hacked down to only a few inches remaining and is darkened from age or liquid stains.
43	The air of this room is filled with wood smoke that gently drifts out the entrance you came in.
44	A length of thin rope with a dead rat tied to it every few feet lies discarded on the floor.

<i>Notables (d100)</i>	
45	The remains of a small leather-bound book that has been burned lies discarded along one wall.
46	Several fist sized stones sit in the middle of the room, each appears to have been roughly carved into a rotund humanoid.
47	Sitting in the middle of the room are the remains of a small fire; ash and the few parts of incompletely burned wood remains.
48	Six tangent crude circles about three feet in diameter each have been randomly chalked onto the floor.
49	The remains of half a dozen smashed ceramic jars are scattered across the floor.
50	A crude statue of a horse made from bent metal rods and swords stand in the room.
51-100	The room appears empty.