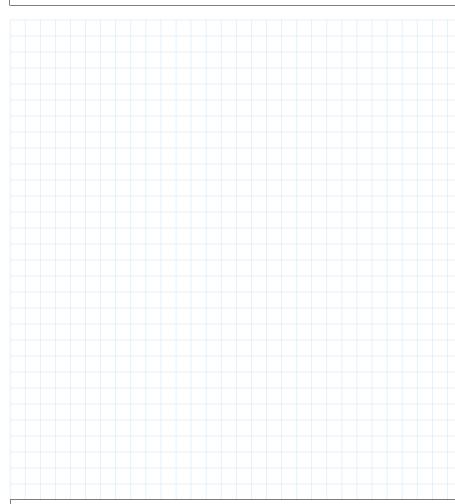
The Nigh Infinite Dungeon (Loonook)



Wandering Monsters

Special FX (Creature):

d100

- 1-2: Has 1 HP.
- 3-10: Has half normal HP.
- 11 16: Loses 1 Hit Dice.
- 17-20: Gains a -2 penalty to two stats.
- 21 23: Has two abilities of a Rogue of level ½ its HD usable 1/day.
- 24 25: May cast 1 spell/use one spell-like ability of level ½ HD 1/day.
- 26 28: Has Rage and Favored Enemy to Character in Party.
- 28 31: Has a -2 penalty to one stat.
- 32 35: Has special senses.
- 36 45: Enhanced (creature's attacks are considering Magical).
- 47: Cursed (Gives a -1/4 HD to attack, damage, and skill checks in a 1d6 unit radius).
- 48 49: Has alternate movement appropriate to location.
- **50 75: No Special FX.**
- 76 -79: Gains a +2 bonus to all stats.
- 80 82: Does not provoke Attacks on movement.
- 83 85: Has one special ability of a creature of its type.
- 86 89: Criticals on first attack.
- 90-92: Deals (½ HD)d6 damage upon death.
- 93-95: Is one size category larger than normal.
- 96: Has the buffs of random party member.
- 97: Has maximum HP for creature of its type.
- 98: There are 1d3-1 of these creatures.
- 99: As 98, but reroll for each for additional FX.
- 100: 4X normal treasure, reroll three times on chart for additional ${\rm FX}$

Room Key Directions:

Start Dungeon at Top Left-hand corner. Generate each room using these guidelines. Dungeon ends when Number 8 resolves or space is gone. Determine d3 Random Challenges for every 10 rooms which are dispersed throughout the Dungeon at intervals using steps 5-7. Note any necessary details on back of sheet.

- 1.) Area of Room: Roll (2d6)*2 twice. This is the area of the room in the system's units.
- 2.) Height of Room: Roll 2d6. This is the height of the ceiling. If Challenge's size is Larger Than Human, Apply the Multiplier.
- 3.) Number of Doors: Roll 1d6 (minimum 1.) If more than 4, 1 door leads to a Secret Room.
- **4.)** Number of Challenges Roll 1d6 2 (Minimum 0).
- **5.) CR of Challenge:** Roll opposing 1d6, one low one high. Subtract Low dice from high, and CR = to result.
- **6.)** Challenge Type: Roll 1d6. 1 Animal, Plant, Magic Animal, Vermin or Fey, 2 Dragon, Elemental, Fey, and/or Giant 3 Humanoid, Monstrous Humanoid. 4 -Ooze, Aberration, Outsider, and/or Construct. 5 Trap, Natural Feature, or Other.. 6 Roll Twice; If 6 results, Double all Treasure.
- 7.) Special FX Check: Roll 1d3. 1-4 None. 5 Creature has Special FX. 6 Location/Challenge has Special FX.
- 8.) End Dungeon?/Leader Room?: Roll 3d6. If results add up to16 or higher, End Dungeon.

Special FX (Location):

Location FX: Roll 2d6.

2d6

- 1-3 Location is normal.
- 4 Location has odd gravity (1d3 1 Half, 2 Double, 3 No Gravity).
- 5 Location has the Characteristics of a Planar Type.
- 6 Location is Hallowed/Desecrated.
- 7-8 Location is the site of eldritch experiments (all treasure is in the form of scrolls or potions).
- 9 Location is a Prison (Save d6 Prisoners).
- 10 Location is Underwater/Contains a Pond.
- 11 Location contains odd geography or notably different materials than rest of dungeon (no effect).
- 12 Location has a secret door.