

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 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 to 16 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.