



IS FOR ALTARS

Blood-stained or radiantly holy, altars are the thresholds separating the mortal from the divine. The site of ghastly rites or benign entreaties, altars lie in grand chambers decorated with religious artifacts and symbols, or in secret places far from the prying eyes of righteous inquisitors. To approach the site of an altar is to walk on ground sacred to a power greater than oneself, a risk that should not be undertaken lightly by adventurers. Like **Statues**, some altars possess strange powers that can reward the devout or smite the heretical. If the party seeks to thwart the plans of an evil sect, they can be sure that the final conflict will occur at the site of an altar; one surrounded by the suicidal minions and the fell servants of the cult.

HOW TO USE THIS TABLE

To randomly determine what type of altar is found in the dungeon roll a d20 once to determine its appearance. Then either roll a 1d3 or choose a number between 1 and 3 to determine how many accoutrements are present on or near the altar. Roll that number of d20s to determine what is present. For example, the referee rolls a 9 on the first die, indicating the character discovers an altar covered in gold leaf. The referee decides to roll two more d20s to determine what is upon it. Rolls of 13 and 5 show that the altar is covered with an altar cloth and candelabras stand atop it. Since this altar is located on the third level of the dungeon, there is a 30% chance that it bears some special property. A d100 roll of 64 indicates that it has no special powers. Had the referee rolled a 30 or less, another d20 would be rolled to determine those powers.

RANDOM ALTAR GENERATOR

D20 ROLL	APPEARANCE	ACCOUTREMENTS – ROLL 1D3 TIMES	SPECIAL PROPERTIES - 10% CUMULATIVE CHANCE PER DUNGEON LEVEL
1	Crystalline or glass	Large gong	Spells cast while standing beside this altar are at increased power and/or effect.
2	White alabaster	Twin braziers	"Bolt from the blue" does electrical damage to non-believers.
3	Bright scarlet with veins of silver	Statue of god/goddess/saint	Purifies any food or drink placed atop it.
4	Crudely fashioned wood	Drapery hangs behind it	Heals damage to anyone making an offering.
5	Plain stone stained with blood	Covered with altar cloth	Hidden compartment within contains ritual tools and vestments of exquisite make. Worth 1d6x100 gold.
6	Verdigris covered brass	Offering bowl (10% chance per level of 1d100 coins in bowl)	Turns any liquid placed atop it into holy water (50% chance) or vile poison (50% chance).
7	Strong timber bound with metal	Divination tools – joss sticks, augury bones, tiles, etc.	Covers a concealed storage niche, shaft, or stairwell.
8	Rusted iron	Decorated with bas-reliefs of heroes and saints	Imbues believers with protection against normal weapons.
9	Covered in gold leaf (2d10x10 gold value)	Chains attached for securing sacrificial victims	Performs divinations/auguries.
10	Constructed of bones	Sacred texts - 10% chance of clerical scroll present	Transmutes base metals into gold once per week.
11	Fired clay bricks	Studded with gemstones – 80% ornamental/20% semi-precious	Removes/bestows cure on person or object.
12	Pulsating living tissue	Clerical stole	Temporarily enchants items.
13	Iridescent alien metal	Candelabras	Inspires courage/bloodlust in those nearby.
14	Eroded limestone	A humanoid head (artificial or real)	Speaks.
15	Black basalt	Pewter decanter and goblet	Protected by magical barrier which only the faithful may cross.
16	Magically preserved ice	Ceremonial headdress, circlet, or mitre	Places a geas or imparts a quest upon those who touch it.
17	Solid light	Censers or incense holders	Restores all cast spells or prayers.
18	Stone slab held by preserved corpses	Holy/unholy symbol	Resurrects the dead (one-time only).
19	Giant animal covering: turtle shell, beetle carapace, crab exoskeleton, etc.	Ritual scourge/sacrificial knife	Defended by supernatural guardian (elemental, golem, deva, demon/devil, etc.).
20	Natural stone carved in the likeness of a great beast	Bells	Causes alignment change to those who attempt to defile it.



IS ALSO FOR ADVENTURERS

Wherever there are dungeons, there are adventurers, brave, foolish, and greedy, seeking to probe their mysteries and return laden with treasure. Some emerge from the night-black depths victorious, but many are never heard from again. And even though the odds remain stacked against these eccentric bands of would-be heroes and depraved marauders, there is no shortage of fools eager to join their ranks.

Many adventuring bands believe themselves to be de facto owners of their particular dungeon. Having uncovered clues to its existence, spent good gold to outfit themselves and employ hirelings, and journeyed far and endured numerous dangers to reach the delve's forbidding entranceway, they stake their claim upon the site and the riches within, complacent that the dungeon is theirs to plunder until such time as they've pulled every last copper piece from its halls or perished in the attempt. Unfortunately for these companies, they are often not the first to arrive at the dungeon, nor are others inclined to accept their claim on the place after they've entered. This rivalry regularly leads to encounters in the dungeon more dangerous than those with the undercroft's monstrous inhabitants.

Despite the occasional violence when rival adventuring bands meet, a wise party does not begin a meeting with others of their ilk with sword rattling, claims of ownership, or aggressive braggadocio. In the hazardous vocation of dungeon-crawling, allies—especially those that hail from the sunlit lands above—are more valuable than bejeweled idols or hoards of gleaming gold. With so many enemies between them and the dungeon's riches, cooperation is the key to success...unless of course that other band of fortune hunters is not what they seem to be.

A DOZEN UNUSUAL ADVENTURING BANDS

D12 Roll The adventurers are...

- 1 Seemingly comatose inside a secured room deep in the dungeon. They do not respond to attempts to wake them, and they are well-equipped and have several bags of treasure with them. Unbeknownst to the PCs, these adventurers are on an astral expedition and their spirits are conducting reconnaissance in the dungeon by viewing its rooms and corridors from another plane of existence. If the PCs attempt to slay these inert rivals, the adventurers become aware of the threat and awaken to fight for their lives. Should the PCs rob their rivals, they make powerful enemies with the ability to observe and ambush them from across planar boundaries. Should the PCs keep watch over the band, they earn formidable allies who possess knowledge of the dungeon's greatest secrets.
- 2 A group the PCs have met on a former occasion, one that ended with both groups sharing a friendly rivalry and promises to aid one another when they need it. Unfortunately, the other band of adventurers ran afoul of a magical mirror that created evil duplicates of themselves and they died in the encounter. It is these evil twins the party now faces. Careful observation might reveal that the rival adventurers hold weapons in their off-hands or dress in reversed garb.
- 3 Dressed in armor and clothing long out-of-date and seemingly confused about the state of the dungeon. This party entered the dungeon decades or even centuries ago, but encountered a temporal stasis trap that placed them in a state of suspended hibernation. Recently released after the magical trap finally failed, the party has no idea how much time has elapsed or why the dungeon has changed so suddenly—to them anyway. They may possess useful information about the dungeon's riches and hazards, but this knowledge is also wildly out-of-date. For example, the novice sorcerer they once sought to defeat could now be a powerful lich!
- 4 A group of scholars on a quest to document dungeon features of historical significance. Consisting of well-meaning but hopelessly naïve historians and their hired bodyguards, the party is mapping, sketching, and recording their finds. To complicate matters, some of the treasure the PCs found has great historic value and the rival party demands they hand it over for the sake of posterity. If the PCs acquiesce, the rival party is willing to share their maps and sketches, giving the heroes insight into a hitherto unexplored section of the dungeon.
- 5 All dead. Alas for them, the other party has yet to realize they've shuffled off the mortal coil. Powerful magics, a lingering curse, or simply the power of disbelief keeps them going. The party refuses to acknowledge they are dead no matter what evidence is presented and become violent if the PCs continue in their efforts to convince them. Making things worse, their condition is contagious. Every monster the dead party slays in battle also lingers on, but in a more horrific and dangerous undead state. If the PCs reconcile the party with their fate, they are allowed to rest and the undead monsters are destroyed.
- 6 The PCs themselves but older and better equipped than they currently are. These other PCs are the party's older counterparts who traveled back through time to warn the party of a catastrophe about to befall them in the dungeon. Disturbingly, not all the PCs are present in this other party. The missing members died in the event about to take place. Should the heroes heed their older selves' warning, the catastrophe fails to occur, but this means they have no reason to later come back and warn themselves of it, making this meeting impossible. Referees with a fondness for temporal paradoxes will undoubtedly find ways to drive the players crazy with this encounter.
- 7 The heirs to the dungeon's original builders. This party recently discovered documents making them the legal owners of the dungeon and came here to evict its current residents and claim their family heirlooms. They're not pleased to discover looters running around in their rightful property and making off with their ancestors' belongings. Despite being at odds with the PCs, they understand the obstacles facing them and are willing to negotiate an agreement to the benefit of both groups. Depending on the dungeon's origins, the party's ancestors might not have been the most goodly-hearted folks, leaving the PCs to wonder if they can trust their new allies.
- 8 Hopelessly outclassed. The rival party is comprised of individuals that have no right being in the dungeon. They might be idle scions of nobility "slumming" in the dungeon, drunken students whose taproom boasting led them there, or fearful villagers brought into the dungeon by desperate measures. The party's circumstances will determine their reaction to the PCs. The noble scions are condescending, the students are brash and foolhardy, and the villagers are relieved to meet someone better suited to completing their task. Depending on how the PCs respond to the party, they could make devoted friends or vindictive foils.
- 9 The recently-fired hirelings of yet another party of adventurers. Finding themselves suddenly unemployed in the dungeon depths (for reasons "entirely not our fault"), these former henchmen decided to become adventurers in their own right. They might be driven by greed or by the desire to upstage their former employers. Depending on how they're faring in the dungeon, the party could be eager to find new jobs with the PCs. But seeing how they were abruptly terminated, can they be trusted to carry a torch or 10-foot pole without mucking up the job?
- 10 From a distant time or place. The party might have angered a powerful alien sorcerer who banished them here or stumbled through a magic portal in a dungeon on a distant planet. Maybe they come from the referee's favorite fantasy novel or perhaps the dungeon is so immense its lowest levels emerge on the opposite side of the world. The party might have objects or powers utterly beyond the PCs' ken and could prove useful if befriended. On the other hand, these rival adventurers might consider the PCs monsters and seek to destroy them from a misguided sense of self-preservation.





IS FOR BOOKS

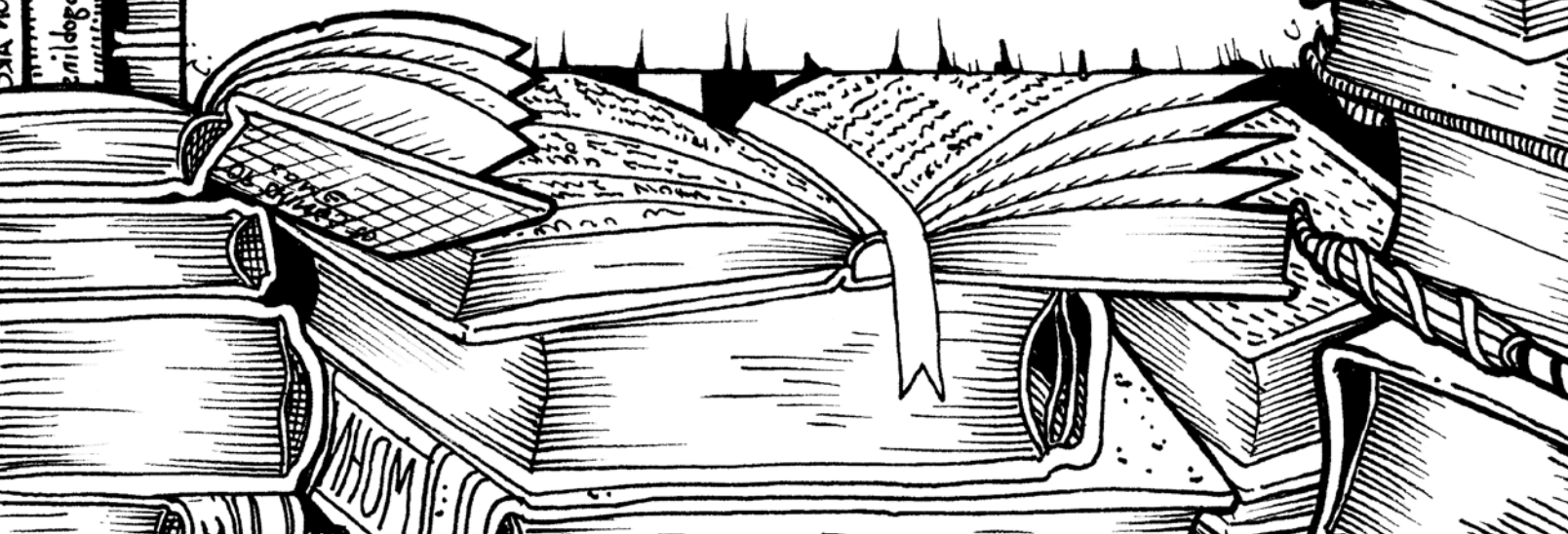
Containing lost magics, cryptic clues, and Things Best Left Unknown by Man, books are treasures unto themselves. Books are massive tomes, often protected with locks, glyphs, or contact poisons. They may be **Yellowed** with age or be suspiciously pristine, protected by arcane means. Bound in strange materials – such as dragon hide, demon skin, or human flesh – and decorated with gems, precious metals, and other rare materials, to wrest a book from the hands of its owner is to recover a valuable prize. That is, if the book is not a threat in and of itself.

- When included as set-dressing, books always crumble to the touch, are spoiled by moisture, or are treatises on mundane topics and not worth the encumbrance of returning to the surface with. When intended as treasure, they are placed atop lecterns, on desks covered with arcane tools, or within shafts of glowing light. Mostly intended to pacify the magic-user who never gets any good magical items, they are sometimes useful to other classes, raising the ability scores or even experience levels of fighters, priests, and thieves.

3d6 Die Roll

SPECIAL PROPERTIES OF BOOKS – 5% CHANCE PER DUNGEON LEVEL

- | | |
|----|---|
| 3 | Book will answer one question once per week. Answer will be cryptic but always truthful. |
| 4 | Book transcribes the owner's spoken words without the need for quill or ink. Blank when found. |
| 5 | Ink is poisonous to the touch. 50% chance anyone reading the book is exposed to this fatal venom and will die if the poison is not resisted. Wearing gloves negates the chance of exposure. |
| 6 | Book is enchanted to prevent theft. Screams "Thief!" constantly while handled, attacks as a club, or has some other preventive measure. |
| 7 | Contains a spell of random power (written in the margins, on a folded sheet of parchment, etc.). |
| 8 | Book contains clues to what awaits the adventurers on a lower dungeon level. |
| 9 | Made by expert bookbinder. Value is doubled. |
| 10 | Book is enchanted to levitate next to owner when not held or in use. This power can be dismissed or invoked at will. |
| 11 | Bound in rare materials (dragon hide, whale skin, human flesh, etc.). Value is x3 normal. |
| 12 | Book returns to place of owner's choosing when not in use. Return location must be within 50' of book's current position, otherwise no effect. |
| 13 | Book always appears to be written in reader's native tongue. This magic extends to any writings added to the book. |
| 14 | Adorned with 2d10 gems of random value. |
| 15 | Book contains a piece of paper that leads to treasure. Examples are a treasure map, a deed of property, an unclaimed I.O.U. owed to whoever presents the paper, etc. |
| 16 | Tome is a disguised spell book containing 1d6 spells of equal power to the dungeon's level. |
| 17 | Book is sentient and may act as a spell-caster's familiar or assistant if the caster does not already possess one. |
| 18 | Soul of previous owner is trapped in book. This spirit will attempt to possess or coerce the next owner to achieve its own personal goals. |



ONE HUNDRED BOOK TITLES

D#	Book Title and Author	D#	Book Title and Author
1	<i>Things I Have Eaten</i> by Mortimer Vans Belt	51	<i>A Thumb for Every Pie</i> by Kerrin Rosebush
2	<i>The Vagabond Step-daughter</i> by Silvias Nati	52	<i>Growing Up Goblin</i> by Fthuz IV
3	<i>Eleven Secrets To Be Told</i> by Der Bluntor	53	<i>At Dawn, I Die</i> by Edvard Two-Axe
4	<i>Nightscreams & Whispered Curses</i> by Reom Fervasz	54	<i>Accusations & Incriminations</i> by Judge Otiz Gundu
5	<i>Comfort, Lunch, & Pipeweed</i> by Master Thistlebloom	55	<i>Hold Fast My Fragile Heart</i> by Hermii Solitariz
6	<i>Son, Brother, Lover: The Poems of Erisken of Cullport</i>	56	<i>What Fools We Be</i> by Berrows the Lucky
7	<i>The Apotheosis of Saints</i> by Father Buckwald Idell	57	<i>My Toad, My Familiar, My Friend</i> by Magus Alphonse Stonehurler
8	<i>Startled Wren, Happy Heart</i> by Nessia Wurrel	58	<i>The Selected Letters of Archbishop Hy</i>
9	<i>No Home But Peril</i> by Quiler Duss	59	<i>War, Theft, and Sorcery</i> by Tathin Moonlight
10	<i>The Dead Amongst Us</i> by Alligunt Enias – Exorcist General	60	<i>Entrails, Clouds & Birds: A Practical Guide to Beginner's Divination</i> by Ptolus Thutmeses
11	<i>Oozes of Many Hues and How to Survive Them</i> by Olli Tenderfeet	61	<i>In Fallow Fields They Lay</i> by Karin of the Rush River
12	<i>The Transmaniacon</i> by Isosceles Van Damt	62	<i>Lightning Does the Work</i> by Kolas Letas
13	<i>Lessons Learned by the Hearth</i> by Simona Macdoulell	63	<i>The Ram Has Touched the Wall: A Lifetime of Sieges</i> by Decurion Titus Catullus
14	<i>101 Games of Chance</i> by Eianar Nine-Fingers	64	<i>My Nights With Kings</i> by Contessa Inez Imbroglio
15	<i>The Shine of a Dragon's Scales</i> by Sir Ulm Kurtez	65	<i>Walk With Me, My Friends</i> by Feo Ilkly
16	<i>The Ineffable Ledger</i> by Mikus Pholan	66	<i>The Lay of Hormir Silverbeard</i> by Sigurd Redlegs
17	<i>The Knocking Coffin and Other Spine-Tingling Tales</i> by Teegar Ullen Poh	67	<i>Holly, Blood, & Mistletoe</i> by Yenoll Plum, Initiate of the 8 th Circle
18	<i>The Eight Unfinished Sonatas of Maestro Sulk</i>	68	<i>Hellfires and Abyssal Smoke</i> by Prior Thomas the Pure
19	<i>Glyphs, Sigils, and Seals</i> by Antios Spring-Lock	69	<i>Spaces in Earth: The Story of Neb Gardens</i> by Ioan Jurrah
20	<i>Sand, Wind, and Djinn</i> by Sajid Hadad	70	<i>My Petals Bloom</i> by Sorcha Geff
21	<i>On Wine-Dark Seas: Memoirs of a Sailor</i> by Cole Swerooth	71	<i>Deadly Glamours of the Unseelie Court</i> by Reese Fedyth
22	<i>The Perils of Drink</i> by Rahyk Veehag	72	<i>The Prophecies of the Grand Egg</i> by Devan Sybill
23	<i>Sixteen Mouths to Feed and Not a Crust of Bread</i> by Callifax Qool	73	<i>Herbs of the Night</i> by Thryvil Clemes
24	<i>Roasted Beast and Ale</i> by Duncan Roughshod	74	<i>Incantations & Celebrations</i> by Dithius the Lesser
25	<i>Blood in My Hair</i> by Essica of Three Wolves Clan	75	<i>A Price Too High</i> by Zeke the Undying
26	<i>Cold Night</i> by Ithumm Wynn	76	<i>Pages from the Trail</i> by Rual Sytrik
27	<i>I Look to the Stars and Laugh</i> by Nerrik Utem	77	<i>My Life in the North</i> by Tobben Rupert
28	<i>We Held the Wall</i> by Zyllo the Last	78	<i>Battered Armor & Shorn Wings</i> by Kyfael
29	<i>River's Sweet Song</i> by Willomena Coddle	79	<i>Schemes of a Fat Merchant</i> by Mull Thry
30	<i>The Dog with Eyes the Size of Flagons</i> by Bull Jerrillz	80	<i>Softly, Assassin</i> by the Anonymous Sell-Blade
31	<i>The Care and Feeding of Hydras</i> by Verukian Fell-Monster	81	<i>The Unified Magic Theorem</i> by Fabambus Rattletrap
32	<i>The Elixir of Immortality</i> by Templeton Poole	82	<i>A Primer to Land Management</i> by Dolliwiv Mepple
33	<i>The Obscure Octavo</i> by Sebastian Gaunt	83	<i>What the Nightwatch Saw</i> by Aggle Hurr
34	<i>A Guide to Cheeses</i> by Nelvin Cotterpin	84	<i>The Wyrms That Gnaws</i> by Fergus the Thaumaturgist
35	<i>The Lineage of Eastern Dukes</i> by Xull Ulyet, Scribe and Genealogist of the 4 th Order	85	<i>Blasphemies & Excommunications</i> by The Grand Heresiarch
36	<i>Jokes, Jests, and Grand Guffaws</i> by Zhekie Fool's Cap	86	<i>Astronomical Phenomenon</i> by Philus Fetch
37	<i>The Rise & Ruin of House Ghud-Hvar</i> by Rthel Furmalf	87	<i>Secrets of the Privation Peaks</i> by Kortze Din Evop
38	<i>Diseases of the Rim Islands</i> by Brother Qang	88	<i>The Bishop Wore Saffron</i> by Memi Buul
39	<i>Things Said To Me By Sages</i> by Clesti Allgudd	89	<i>Vulgar Gestures of the Orks</i> by R'utc Bilegob
40	<i>Clamors & Expeditions</i> by Silver Eel	90	<i>The Complete Etchings of Alfonus Dandri</i>
41	<i>A Gentleman's Itch</i> by Den El-Amor	91	<i>A Glossary of Dragon Names</i> by Cyle Ikthan
42	<i>The Seven Sleepers</i> by Tolver Half-Hand	92	<i>Art of the Old Empire</i> by Baron Murthiz Kahyaten
43	<i>Casting Nets at Dreams</i> by Pente Allozar	93	<i>Dwarves' Beard Styles Throughout the Ages</i> by Gudrun Brubeck
44	<i>Keepsakes and Forget-Me-Nots</i> by Ilondria Wyverntail	94	<i>...And We Fear the Worst</i> by Sister Urabelle St. Grok
45	<i>The Rhyme of the Ragged Lich</i> by Kinwhistle Ootaryes	95	<i>Pilgrimage to the City of the Gods</i> by Evaders Noan
46	<i>Preparations and Preservations for the Recently Deceased</i> by Ghoh Yut-Lenc	96	<i>Common Fungi of the Shrieking Caverns</i> by Nergol Dunwutter
47	<i>The Bruised Book</i> by Yammod Volt	97	<i>The Philosopher's Conundrum</i> by Ivar Stuzz
48	<i>The Grand Book of Lists</i> by Junba the Pretty	98	<i>The Master's Art</i> by Rolo Utes
49	<i>Fight On, Dog Brothers!</i> By Tane Macuul	99	<i>Lies That Have Saved Me</i> by Zax Sly-Speaker
50	<i>Fat Crows and Widows: A Treatise on War</i> by Fulymund Erinsen	00	<i>Lotsa Humin Storees</i> by Grunge da Dirty

10 THE DUNGEON ALPHABET



IS ALSO FOR BATTLES

The sounds of clashing steel and cries of anguish serve as the musical score to dungeon delving. No matter how stealthy, cunning, charismatic, or lucky an adventuring band might be, eventually they must resort to armed combat to achieve their goals. Whether as a pitched skirmish in a gloomy subterranean hallway or the clash of armies in the grand and echoing caverns that perforate the underworld, battles are an inevitable part of the adventuring life.

Fights in the dungeons are as unpredictable as the creatures that dwell there. Surprise—always an element in any armed conflict under the sun or below the earth—is especially important in dungeon battles. It can turn a fight to the party's advantage or doom them to a grisly death. And with so many dungeon-dwelling creatures possessing a wide and unpredictable array of supernatural powers and unusual tactics, it is rare to experience a battle that doesn't include at least one unexpected development before the last foe falls.

While most of these surprise events affect only one side of a conflict, other forces at work in the dungeon can sow confusion and shock in both warring sides, leaving victory in the hands of the group who can recover fastest and turn the unexpected to their advantage. An experienced adventuring band has contingencies for most possible events on the battlefield, be it the arrival of reinforcements, encountering fell magics, or abrupt changes to the terrain. But not even the most veteran of adventuring parties can anticipate all possible cases and must quickly adapt and overcome if they ever wish to see the sun again.



TWENTY UNFORESEEN DEVELOPMENTS DURING A BATTLE

D20 Suddenly...
Roll

- 1 The flagstones beneath the combatants' feet give way in whole or in part, either plunging them into a yet unexplored part of the dungeon or creating a number of "stepping stones" that must be navigated during the battle.
- 2 An inexplicable migration of dungeon critters spills onto the battlefield. The migrants could be simple dungeon vermin such as giant centipedes and beetles or more fearsome creatures like oozes, monstrous humanoids, or titanic worms.
- 3 A mighty blow shatters a crumbling dungeon wall to reveal an unexpected surprise. Hidden in the niche beyond might be a forgotten hoard of treasure, the restless undead forms of entombed prisoners, or a slumbering magical/mechanic construct that stirs to life.
- 4 Another running battle fights its way onto the scene. These two new opposing forces could be another band of adventurers fighting more of the dungeon's residents, two rival humanoid tribes engaged in a blood feud, or a subterranean predator pursuing its prey.
- 5 Several of the combatants inexplicably disappear into thin air. After several more minutes, they reappear unharmed but bewildered. Once the fight is over, the surviving fighters who vanished tell a strange tale of being spirited away by powerful supernatural entities who forced them to perform bizarre tasks or recount being strapped down while weird, grey-skinned figures enacted uncomfortable scientific tests upon them.
- 6 One of the party's monstrous opponents stares intently at a member and screams out, "Father?!" Is this as cunning ploy or the PC's shameful past coming back to haunt him?
- 7 Both sides find themselves abruptly immobilized in mid-conflict. As they watch helplessly, a pair of beings walks onto the battlefield, deep in conversation. They pay scant interest to the combatants as they engage in a philosophical debate about the nature of good and evil. The debaters might be a duo of mortal wizards, an angel and a demon, or a pair of godlings wandering the material world. After they walk off the battlefield, the fighters can move once again.
- 8 The magical energies wielded by both sides' spells combine to produce unnatural meteorological effects. A rain of fish pelts the combatants, a windstorm buffets the battlefield, or a severe snowfall covers the warring parties. Further spells cast during the battle intensify the bizarre weather.
- 9 A schism erupts within the opponent's ranks. This mutiny might be caused by rival factions deciding this to be the perfect moment to eliminate their opposite numbers, troops pressed into service rebelling against their masters, or the result of a hidden benefactor's magical influence to rescue the party from an overwhelming force.
- 10 A chance blow releases something best left contained. A club smashes a backpack filled with potions, creating unpredictable results when the volatile substances are mixed; a flask of oil shatters, drenching its owner in combustible liquid; or a lucky blow breaches the ancient brass bottle the party carries, freeing the powerful and angry efreeti trapped within!
- 11 A torrent of water rushes into the area, threatening all sides with drowning. The flood might be the result of a ruptured dam somewhere else in the dungeon, a flash flood in the lands above, or a malfunctioning magical item that taps into the Elemental Plane of Water.
- 12 The bodies of slain combatants rise as undead creatures and attack both sides. This abrupt animation might be the result of a bored deity or a lurking necromancer, or powered by a mystical artifact carried unwittingly by one of the combatants.
- 13 Other intelligent residents of the dungeon turn up to watch the battle. They stand on the sidelines howling encouragement and insults while placing wagers with one another regarding the outcome. If the party is victorious and wins a prestigious spectator large sums of gold, they might gain an unexpected benefactor within the dungeon.
- 14 The corpses of dead opponents attract the mindless monsters that serve as the dungeon's cleaning crew. These beasts pay no notice to the livelier combatants, choosing to concentrate their attentions on the easy pickings that litter the battlefield. The battle becomes increasingly difficult as the fighters must navigate around or over flesh-eating oozes, puddings, or other scavenging monsters.
- 15 The opposing side stops fighting and parleys for a cease of hostilities so they might observe their daily religious ceremony. If the PCs rebuff the request and continue to attack, their opponents' god takes an interest in the battle and divinely assists his/her/its worshipers against their heretical opponents.
- 16 A brazier, lamp, or torch is knocked over, setting alight inflammable materials on or next to the battlefield. Depending on the ignited material, the killing field might turn into a raging inferno or merely become occluded by thick smoke. Intelligent opponents might flee the field, but those inspired by zealotry or defending their lairs fight more ferociously to keep the PCs from escaping or to slay their opponents swiftly so they can extinguish the blaze.
- 17 The party's opponents are revealed to be entirely different creatures than the PCs believed them to be. The fearsome orcs are actually bandits wearing costumes as part of their criminal scheming; the skeletons are all living humanoids that drank from a pool which turned their skin and organs invisible; or a giant lizard is truly a dragon that lost its wings to an enchanted blade.
- 18 Time slips, throwing chronological order askew. The battle may "reset" to the beginning, causing slain creatures to return to life, accelerate or decelerate the actions of one side, or change the order in which the combatants act. This effect might be the result of magical phenomenon or an unexpected glitch in the time-space continuum. All parties are affected by it and no explanation may ever be discovered for the time slip.
- 19 The opposing side transforms into different creatures. Perhaps the party was fighting lycanthropes who suddenly change form or the enemy possesses magical items that polymorph them into unexpected creatures. In extreme cases, an unknown participant, perhaps a chaos demon or mischievous godling, shape-changes both sides into one another's guises.
- 20 The battlefield changes dramatically. Walls suddenly appear, the combatants are teleported to a new location, or they are thrown onto a different world or plane. Unbeknownst to either side, their fight activated a slumbering magical item or a contingency spell that chose the particular moment of their battle to take effect.