

The Dungeon Without A Name

About a hundred years ago this mountain was settled by Smog the Red Wyrm. Over the years all manner of nefarious ne'er-do-wells and blackguards have called the mountain home. Only a noble, righteous hero can kill them all and steal their treasure. Journey onward, brave heroes.

Random Encounter Table (1d6)

- 1d12 Coquettish Orcs
- 1d6 Rushing Bums
- 1d4 Grassy Gnolls
- 1d4+1 Little Pigs
- 1d3 Ghost Dads
- GM's Choice

Random Treasure Table (1d6)

- 1d100 bottles of beer
- Magic sword
- 1d20+4 karat gold ring
- Bucket of Bottomless Biscuits
- Fair Maiden's Treasured Chest of Bootalicious Booty
- GM's Choice

1. Main Entrance: Guarded by 2d4 bearbugs.
2. Temple of the Dog: Fanatical priests sacrifice meat to dog-faced fire elemental.
3. Boorish Org's Cave: Boorish Org sits and waits for interlopers. Guards treasure.
4. Bat Cave: Batweyr the Werebat stalks prey. Treasure chest sits over trap door.
5. Lair of the Aquatic Toothed-Maw with Alluring Brazen Strumpet-Tipped Tentacles: Exactly what it says.
6. Door to the Lair of the Angry Wizard: Guarded by a stoned golem.

7. Lair of the Angry Wizard: Wipe your feet.
8. Nest of the Giant Chicken Hawk: Among regurgitated chicken wings is a Foghorn of Stuttering and Stammering.
9. Maze of Twisty Little Passages.
10. Little Maze of Twisty Passages.
11. Maze of Twisting Little Passages.
12. Twisty Maze of Little Passages.
13. Little Maze of Twisty Passages.
14. Passage of Twisty Little Mazes.
15. Lair of the Diminutive Demi-Lich: A halfling demi-lich lives here AKA dimi-demi-lich.

16. Enchanted Outhouse: Please be neat, wipe the seat. If toilet is not flushed 1d3 cacadaemons attack.
17. Disco Room: 50% chance Seductive Go-Go Dancer is here.
18. Hell's Mouth: Beware Hell's breath.
19. Heart Burn: Giant heart pumps geyser's of burning blood. Giant white blood cells consume all entities.
20. Smog's Lair: There was a dragon here but he's dead now. All that remains is a mountain of arcade tokens and Norm, Goblin Accountain.

