

The House Of Torment

Random Event Table

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Set a timer for 1d6+1 minutes as soon as the party enters the house. When the timer goes off reset it for 1d6+1 minutes, then either roll on the table below or start at the top and go down playing out one event at a time in sequence.

With each of these events, if characters use their creativity and ingenuity to overcome the danger of the event, they may reduce or avoid taking damage (GM's discretion).

House Of Torment Events Of Doom d6|6

- 1 The temperature drops suddenly. Ice forms on the window panes. Take 1hp cold damage.
- 2 You hear whispering voices but no one is there. Save vs Wisdom or be paralyzed with fear.
- 3 All the doors in the house slam shut and lock. You're trapped inside.
- 4 Blood seeps from the walls brings the stench of death and makes the room's floor slippery.
- 5 Paintings on the walls animate, their eyes following the party's every move.
- 6 Any food the party is carrying rots. Water goes black and smells foul. A random weapon rusts.
- 7 The mirrors show horrible twisted visions of the PCs. Get too close and be trapped inside.
- 8 Anything a PC sets down vanishes to reappear in another part of the house.
- 9 Gravity reverses and PCs save vs DEX or drop to the ceiling. Then it reverses again.
- 10 A random PC's valuable item hovers into the air then is smashed and destroyed against a wall.
- 11 Chairs, tables and other objects launch across the room. Take 1d4 damage.
- 12 A random weapon the party is carrying is cursed. When used it will attack a PC.
- 13 Black spiders pour from every crack and crevice in the house biting. 1d4 poison damage.
- 14 The hands of rotting corpses emerge from the walls and floor. Save vs STR or be restrained.
- 15 Blood pours from the walls and fills the room threatening to drown the PCs.
- 16 The walls slowly close in on the party. Escape, stop the walls, or be crushed to death.
- 17 All forms of light flicker then you're plunged into total darkness for 1d6 rounds.
- 18 The ceiling begins to collapse. Save vs DEX or be trapped. Take 1d4 damage.
- 19 Floorboards rot beneath the party's feet and collapse. Save vs DEX or take 1d6 damage.
- 20 The entire house shakes violently, walls begin to crack. If not stopped the house collapses.