

Flying Dungeon Stocking Tables

By Stephen Wendell

DERIVED FROM GUIDELINES GIVEN IN *BASIC DUNGEONS & DRAGONS* (ERIC HOLMES, ED., TSR HOBBIES, 1977),
MONSTER & TREASURE ASSORTMENTS (TSR HOBBIES, 1977)
AND *DUNGEON GEOMORPHS* (TSR HOBBIES, 1977)

For details on how the tables are derived, see [“Flying Dungeon Stocking Table by the Bluebook”](#) and [“Flying Table by Dungeon Geomorphs Sets”](#) at donjonlands.com.

CONTENTS

- [By the Bluebook](#)
- [For Basic and Lower Dungeons](#)
- [For Caves and Caverns](#)

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Flying Dungeon Stocking Table by the Bluebook

d100	Result
1-5	Monsters, double treasures (special)
6-10	Monsters, double treasures (selected)
11-18	Monsters, single treasure (selected)
19-26	Monsters, single treasure (random)
27-33	Monsters, no treasure
34-38	Treasure (hidden, trapped; room appears empty)
39	Trap: transports to deeper level
40-43	Trap: scything melee weapon
44-45	Trap: falling block
46-49	Trap: spring-loaded missile
50-54	Trap: trapdoor in floor, pit, shallow
55-57	Trap: trapdoor in floor, pit, 10' deep
58	Trap: trapdoor in floor, pit, 20' deep
59-78	Interesting variation
79-100	Appears to be empty...

Flying Dungeon Stocking Tables

[Contents](#)

[Bluebook](#)

[Dungeons](#)

[Caves](#)

Flying Dungeon Stocking Table for Basic and Lower Dungeons

d100	Result
1-4	Monsters, double treasures (special)
5-8	Monsters, double treasures (selected)
9-14	Monsters, single treasure (selected)
15-20	Monsters, single treasure (random)
21-25	Monsters, no treasure
26-30	Treasure (hidden, trapped; room appears empty)
31	Trap: transports to deeper level
32-35	Trap: scything melee weapon
36-37	Trap: falling block
38-41	Trap: spring-loaded missile
42-46	Trap: trapdoor in floor, pit, shallow
47-49	Trap: trapdoor in floor, pit, 10' deep
50	Trap: trapdoor in floor, pit, 20' deep
51-70	Interesting variation
71-100	Appears to be empty...

Flying Dungeon Stocking Tables

[Contents](#)

[Bluebook](#)

[Dungeons](#)

[Caves](#)

Flying Dungeon Stocking Table for Caves and Caverns

d100	Result
1-8	Monsters, double treasures (special)
9-16	Monsters, double treasures (selected)
17-24	Monsters, single treasure (selected)
25-40	Monsters, single treasure (random)
41-50	Monsters, no treasure
51-55	Treasure (hidden, trapped; room appears empty)
56	Trap: transports to deeper level
57-60	Trap: scything melee weapon
61-62	Trap: falling block
63-66	Trap: spring-loaded missile
67-71	Trap: trapdoor in floor, pit, shallow
72-74	Trap: trapdoor in floor, pit, 10' deep
75	Trap: trapdoor in floor, pit, 20' deep
76-78	Interesting variation
79-100	Appears to be empty...

Flying Dungeon Stocking Tables

[Contents](#)

[Bluebook](#)

[Dungeons](#)

[Caves](#)