

D20 CONCERNING NOISES

Scroll of Revelation #081

DID YOU HEAR THAT?

1. **{Jingle}** An animated skeleton is making their way down the corridor with a ring of keys hanging from their frayed belt.



2. **{Crack}** A cultist sent a large crack up a stained glass mural while etching the symbol of their demon lord into it.
3. **{Splash}** A halfling thief heard the party heading her way and dived into a nearby cistern to try and avoid being seen.
4. **{Sniff}** A hound dog sniffing at a section of wall where their master fell through and got trapped behind a secret door.
5. **{Scream}** A narrow crack in the stone that causes a draft, and the howling wind blowing through it sounds like a scream.
6. **{Creak}** A wooden support beam about to snap under the weight of the stone ceiling it has held up for over a century.
7. **{Whistle}** A merchant whistling to himself as he bathes in the stream. He would be utterly humiliated if he was caught.



8. **{Ting}** The repetitive striking of a crazed dwarven miner searching for gold in a mine that hasn't held gold in years.
9. **{Thud}** The bandit's loaded hand crossbow hitting the underside of the table, pointed straight at the hero's gut.
10. **{Belch}** A bloated ogre who just finished devouring a different adventuring party they caught in the nearby hills.
11. **{Howl}** A lone hermit trying to scare the party out of their forest by mimicking the sounds of a ferocious wolf pack.
12. **{Drip}** Huge drops of slobber falling from the maw of a sleeping cave bear that has been hibernating for the winter.
13. **{Hum}** A bard thinking up the lyrics to their next song about how they want to know what it feels like to kill someone.
14. **{Moan}** A young adventurer who fell through the floor and has been trapped under the debris for several days.
15. **{Pfft}** A torch being snuffed out by a gelatinous cube that is slowly making its way down the corridor towards the party.
16. **{Whimper}** A dungeon monstrosity that mimics the sounds of wounded humans or animals to lure in its prey.
17. **{Scrape}** A guard's scabbard dragging on the stone floor as an assassin drags their body around the corner and out of sight.



18. **{Slam}** A hiding wizard who cast prestidigitation to try and lure the party away from a magical treasure.
19. **{Click}** A burglar's failed attempt to pick the lock for the door leading into a room the party is sleeping or resting in.
20. **{Whoosh}** A gust of air blown out of a faulty flame trap whose alchemical components lost their potency.