

Roll	Result
1-2	PC quests to retrieve bones of famous adventuring ancestor and re-inter them in family tomb.
3-4	PC has terrible but enticing dreams of sitting on the throne of a vast underworld kingdom.
5-6	PC owes 1d6 x 10,000gp to Jabba the Hutt.
7-8	PC seeks vengeance against the Troll King.
9-10	PC's family member afflicted with disease that can only be cured with the waters from a sacred subterranean spring.
11-12	PC haunted by visions of a beautiful witch/drow/princess/goth chick living on an island at the center of a vast underground lake.
13-14	PC's evil duplicate (twin? simulacrum? clone?) has fled into the dungeon. One or the other must die before both go mad.
15-16	PC's true love has been trapped in amber and is on display in the trophy room of Lord Utterdark.
17-18	PC's parents imprisoned. Corrupt official will release them in exchange for the Star Ruby of Umman-Gorash.
19-20	PC quests for legendary sword (fighter), archmage's spellbook (MU), or holy relic (cleric).

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21-22	PC is from another plane/reality/dimension and is looking for a way home.
23-24	PC was a hireling in the employ of a party that entered the dungeon days ago and has yet to return. Left to tend to their horses, PC is waiting by the dungeon entrance, grumbling about back pay, when PC party arrives.
25-26	PC seeks the subterranean River Lethe, hoping to forget a shameful past deed.
27-28	PC has lost everything they once held dear and has a suicidal death wish.
29-30	PC is a member of a tribe that considers surviving the dungeon a rite of passage.
31-32	PC's dead ancestor allegedly buried a massive treasure down here a long time ago.
33-34	PC is on the run from the law, and figures they won't follow him/her into a dungeon.
35-36	PC is trying to impress a love interest.
37-38	PC is the descendant of a disgraced noble family and quests to restore its good name.
39-40	PC is the illegitimate child of a great hero, now intent on proving him/herself to their deadbeat parent.

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41-42	PC was trained from birth by a bizarre dungeon-worshipping cult and sent as an offering to the great gods of the underworld.
43-44	PC's crazy old uncle has filled PC's head with glamorous nonsense about dungeon crawling.
45-46	PC has terrifying dreams commanding them to awaken a sleeping god.
47-48	PC is the impressionable younger relative of another PC and follows them everywhere.
49-50	PC is the overprotective older relative of another PC.
51-52	PC owed another PC a huge favor.
53-54	PC wants to completely eradicate one type of monster found in the dungeon from the face of the earth.
55-56	PC is an aficionado of ancient wall carvings and wants to add rubbings from this dungeon to collection.
57-58	PC lost a wager and must enter the dungeon.
59-60	PC's beloved pet scampered into the dungeon.
61-62	PC is an adrenaline junkie looking for a rush.
63-64	PC shipwrecked nearby and needs to raise money quickly to repair ship.

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65-66	PC decides to enter the dungeon while extremely drunk. PC may sober up later and regret this decision.
67-68	PC believes a cryptic journal that details his/her true family history lies within the bowels of the dungeon.
69-70	PC's loved one violated by monsters from the dungeon, must be avenged.
71-72	PC is an amnesiac, believes key to discovering forgotten identity lies in the dungeon.
73-74	PC is searching for evidence of a lost race/civilization.
75-76	PC's loved one kidnapped and taken to be villain's consort, held in the dungeon.
77-78	PC is a former henchman of the dungeon's main villain, seeks to overthrow the villain.
79-80	PC comes from peasant stock and refuses to live as his/her forebears have, sees dungeon crawling as the quickest path to fame and fortune.
81-82	PC was sent on mission into dungeon by liege lord/chieftain/king.
83-84	PC was prophesied to undertake journey into the dungeon, and who can dispute prophecy?

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85-86	PC would rather die in the depths of the dungeon than be branded the village coward.
87-88	PC never looks before he/she leaps - this sojourn is just the latest in a lengthy list of foolhardy endeavors.
89-90	PC is related to the main villain, intent on bringing him/her to justice.
91-92	PC is another PC's rival, sees dungeon crawl as a game of one-upmanship.
93-94	PC longs for immortality and scours dungeons in search of sympathetic lich/vampire/wight.
95-96	PC faces unwanted arranged marriage, wants to "live a little" before being forced to settle down.
97-98	PC is looking for a lost henchman Dennis who was left behind by the last adventuring party to go down here.
99-00	PC is trying to raise enough money to hire an army to march on his homeland and oust the usurper who has stolen his throne.