

Soundscape Design for: Dungeon of the Mad Mage

Yawning Portal

Soundset Suggestion *Waterdeep:Dragon Heist - DH Yawning Portal*

General for Dungeon:

One Shot: Disembodied Female voice - "Turn back! You're not prepared for the danger that lies ahead!"

One Shot: Elder Rune - Magical Twinkling for Rune being triggered? (Maybe a range of sounds?) *Suggested Sound - Wizard Spells Ezren - Arcane Marks, Detect Magic*

One Shot: Regional Sound Effect - Rattling chains, distant exploding Spell, fluttering of a cloak

Portal Opening: *Suggested Sound - Wizard Spells (Ezren - Summon Ally)*

One Shot - Halaster babbling about his Goals?

Level 1: Dungeon Level

General Background: Generic Dungeon Ambiance,

Base Sound: *Dungeon Depths*

Multiple

One Shots -

Clattering Pottery - For the Rigged Secret Door Trap

Clattering bones - Used for Cubicle of Skulls. Maybe also Hall of the Bone Throne for the Trap?

Dead Mage clue - "Look for the little dwarves under the mountain! One of them hides the key to my heart!" (maybe skip this one?)

Halaster - "Well, don't just stand there like a boob. Ask me three questions about Undermountain. Two of my answers will be true, and one will be false."

Halaster - "I cast my eye into the future and see in yours a perilous descent. South of here, beyond a secret passage, waits the Two-Headed King. Look to his left. There you will see the path you are destined to take."

Buttons - Flaming Skull - "Gate access to Skullport disabled."

Buttons - Comet - "Gate access to Starrock from level 16 only."

Buttons - Tower - "Gate access to Halaster's Tower from level 23 only."

Monsters: (Bold are key for level)

Adventures

Air Elemental - Mad

Bugbears

Carrion Crawlers

Ettins

Flesh Golem

Ghouls

Giant Centipedes

Giant Rats

Giant Spiders

Goblins

Grells

Gricks

Manticore

Mimic

Oozes

Revenant (Ex Human Cleric)

Crazed Shield Guardian - OK not major but way too fun not to add.

Stirges

Troll

Vampire/Bandits

Wererats

Moods/Specific Rooms

Slanted Room - Flooded, Water Trickle - splashes, for combat

With Sword in Hand - Distant Voices/Unintelligent whispers

Undertakers Watch post - Talking/Arguing if not alert - Threatening, Demand Money - combat

Worg's Eye/Grick Snack/Big Ears Watch Post - Goblins fooling around/Bugbears commanding -

Combat - Goblins chanting "Nimrath" - goblins arguing

Mad Elemental - wind and Howls

Other Party in Distance: ?

Level 2: Arcane Chambers

General Background: slightly Magical Basic Dungeon

Suggested Soundset base: *BO Catacombs of Wrath - In the Catacombs*

One Shots:

Halaster: "Terrible and painful magical death! Fireballs and lightning bolts! Begone!"

Halaster: "Magic!" <Mad Laugh>

Halaster: "Auugh! Now who will find the cure to filth fever?!"

Halaster: "Fools!"

Dart Traps - Suggest Soundset: *Kobold Lair - Poison Dart Trap*

Flooding Water - Rushing from Room

Rolling Barrels

Pit Trap

Monsters (Bold are Key for the Level):

Adventures (Dwarf thief, Human Priest, Human Warrior)

Animated Ballistae

Beholder Zombie

Bugbears

Carrion Crawlers

Drow (Fighter/Spider, Mage)

Flameskull - Lightning based.

Flesh Golem

Flying Sword

Ghasts

Ghouls

Giant Spider

Gibbering Mouter

Goblins

Grick

Mephit

Nothic

Oozes (Gelatinous Cube, ochre jelly, Green Slime)

Owlbear

Quadrone

Quasit

Rust Monster

Spectators
Specter
Wererats

Moods/Specific Rooms

Goblin Bazaar: Market With Goblins
Goblin Bazaar Side Entrance/Auction Hall - Hammering construction with Goblins
Goblin Bazaar: Giblets and Gravy - Yammering Goblin Prisoner
Music of the Dead: Haunting Harpsichord
Shocking Discovery - Background has Electrical Charged sounds.
Shocking Discovery: Trenzia's Laboratory - Strong Electrical background noise.
Mutated Apprentices - General Sound of Gibbering in the background.
Dead Eye Watch Post - Sounds of mock battle.

Level 3: Sargauth Level

General Background: Armed Encampments (Drow or Hobgoblin) or River Caves - *Need Soundsets*

One Shots:

Monsters:

Barlguras
Bugbears
Chimera
Drow - Standard, Elite, Mage, Priestess
Drider
Gas Spore
Giant Crab
Gricks
Grimlocks
Goblins, Normal, Boss
Hobgoblins, Normal, Captain
Intellect Devourers
Mage - Sun Elf, Preeta

Mind Flayer

Oni

Otyugh

Quaggoth

Sea Hag

Shadows

Shriekers

Skeleton

Spiders - Phase, Giant

Troglodytes

Will-o'-Wisp

Worg

Xorn

Zombie, Beholder, Drow

Moods/Specific Room

Pain and Pleasure: Torture Sounds and screams - Sounds of Wind in one room?

Wailing Tunnels - windy screams of Anguish

Sargauth River - Sound of flowing water and dripping splashes

Sea Hag Coven - Sound Of splashing geysers

Level 4: Twisted Caverns

General Background: caves, River Cave and slimy underground lake.

One Shots:

Rockfall traps - for Room 9

Monsters:

Awakened Zurkhwood (trees)

Aboleth

Carrion Crawler

Chuuls

Darkmantles

Drow (Priestess, Mage, elite, normal)

Driders

Ettin

Hook Horrors

Kyoto-Toa (normal, whip)

Mage - Roleplaying encounter

Piercers

Quaggoths

Quasit

Roper

Spiders, Giant

Troglodyte

Xorn

Moods/Specific Rooms:

The Alchemist: Alchemist Lab (Bubbling potions?)

Hook Horrors Homestead: Odd clicking sounds in cave

Level 5: Wyllowwood

General Background: Forest - Suggested soundest - *Elven Vale Day/Night*, River overlay?

One Shots:

Eerie Moaning - moaning Forest

Will o' Wisp - "Take my wand. Use it to destroy Willow, the elf witch!"

Calendar Stone - Stone Grinding

Summoning of Halaster Blackcloak

Monsters:

Archdruid - Roleplaying Encounter?

Awakened Trees

Basilisk

Bats, Giant

Bear, Black, Brown

Boat

Cloaker

Displacer Beast

Dragon, Green

Elk, Awakened

Ettercaps

Frog, Giant
Spiders, Giant
Wasp, Awaked Giant
Werebats, Goblin
Will o' Wisp

Moods/Specific Rooms.

Cloaker Den - stone tunnels with eerie moaning.
Wyllow's Tower - Stone tower with dead leaves.
Werebat caves - Goblin Caves with bats fluttering
Priory/Cloisters/Barracks - Maybe use Wyllow's Tower?

Level 6: Lost Level

General Background:
General Dungeon with Debris on Floor. General sounds if things being smashed and hammers in the distance

One Shots:

Halaster: (Dwarvish) - "Neither secrets nor Treasure shall you find! Turn back! Ye are not welcome here!"
Dwarvish: "You dishonored our beloved king! May his tomb be yours as well!"

Monsters:

Cloaker
Demons (Balgura, hezrou, Vrock, Glabrezu)
Duergar
Flying Sword (Battleaxe)
Golem, Clay
Helmed Horrors
Invisible Stalkers
Slaad, Grey
Umber Hulk
Xorn

Moods/Specific Rooms.

False Tomb: Rusted armor in every footstep
Giggles: running footsteps and Giggles echoing ahead in a stone hall.

Level 7: Maddgoth's Castle

General Background:

Large Stone caverns, and some Huge stone Caverns
Castle

One Shots:

In Giant: "Invasion! Arm yourselves! We are under Attack!"

Giant Flute Playing

Giant: Roaring like a Bear

Clinking of falling Coin

Dinner Bell

Glyph of Warding

Monsters:

Bats, Giant

Bear, (Black, Polar)

Faerie Dragon

Flying Swords (Wands, Trident)

Giant, Stone

Homunculus

Living Unseen Servants - With or without Gas bottles

Mages (Archmage, Mage, Lich)

Fiends (Nycaloth, Mezzoloth)

Roper

Slad, Grey

Moods/Specific Rooms.

Cave of Echoes - Sound of Giant Humming and Chiseling echoing off cave walls.

Maddgoth's Suite: Sound of Snoring

Otto's Den: Sounds of a room being trashed.

Level 8: Slitherswamp

General Background:

Swamp, shallow - Buzzing Insects, Muck, water drips, frog croaks

One Shots:

Glyph of Warding - Cloudkill
Snake Hisses

Monsters:

Bullywogs

Carrion Crawler

Drow, Elite Warriors

Duergar

Frogs, Giant

Golem, Flesh

Hydra

Mage

Naga, (Bone, Spirit)

Slaad, Death

Shambling Mounds

Skeletons, Minotaur

Swarm of Insects (Centipede)

Troll

Wight

Yuan-ti Abomination

Moods/Specific Rooms.

Swamp deep - shallow swamp, layered with splashing water/waves as they walk.

Rainfall Caverns - Rain in the Swamp deep, hissing sounds

Steamy Cavern - water dripping on metal stove

Dry Tunnels - faint sounds of swamp in background

Lair of the Spirit Naga - Spring - Sound of water running in Dry Tunnel

Level 9: Dweomercore

General Background:

Arcane school - stone hallways, spells in the background with sound of humming air from Pneumatic Tubes.

One Shots:

Medusa Junction: Arrow Shot

Glyph of Warding

Fart

Halister: "10...9...8...7...6...5...4...3...2...1"

Two Halisters: "BOOM-badda-BOOM-badda"

Halister: "Don't forget to pick up your participation trophy on the way out!"

Halister: "Give me an H!"

Halister: "Hey, have you seen my cat?"

Halister: "The call is coming from inside the mountain!"

Halister: "DIE!"

Bent Hallway: Sound of slamming Door

Halaster's Sanctuary: "You are not ME!"

Monsters:

Archmage

Devil (Barbed, **Bone**)

Cloaker

Efreeti

Golem (Flesh, Stone)

Grell

Hag, Night

Helmed Horrors

Living Unseen Servants

Mage (Drow, Human, Tiefling)

Mind flayer Arcanist

Notic

Oni

Shield Guardian

Slaad, Blue

Spectator

Water Weird

Will-o-Wisp

Yugoloth (**Arcanoloth**, mezzoloth, nycaloth)

Zombie, Ogre

Moods/Specific Rooms.

Fresh Water Fountains/Water Closet - Sound of running water flowing in basin

Sound of spell combat - Various rooms

School Supplies - Sound of Roaring Flames over base background
Illusion Classroom - Sound of a Fountain and Outdoor villa/courtyard.
Study Hall - Silence

Level 10: Muiral's Gauntlet

General Background:

General magical dungeon - Drow overtones.

One Shots:

Echoing Announcements (Drow Female - Elvish):

- "The Spider Queen blesses House Auvryndar! The battle to break House Freth's Hold on the passages below brings victory after victory. We have seized key positions formerly held by our enemies. The defeat of House Freth is inevitable. Praise Lolth!"
- "Gelgos Argonrae and Jevon Kron'tayne are to be commended for the capture of a House Freth spy. Rewards will be paid to each of their houses. Praise Lolth!"
- "The Spider Queen watches. We are all her children. Praise Lolth!"
- "Minarra, report to the temple at once."
- "Patrol Six, report to Captain Zress for immediate orders"
- "Pay no heed to the false reports of the attack on our stronghold above. Our forces under the command of T'rissa Auvryndar have taken Stormkuhldur. Skullport will swiftly follow. Praise Lolth!"

Haunted Temple of Loth: Banshee Scream

Teleportation Statues: Elvish Whisper: "This Way"

Screaming Skulls: Faint Dying Screams (*Wilhelm Scream?*)

False Mirror Gate: Hallister voice: "You fell for it! Get it? Fell for it? Ha ha ha ha!"

First Blood: Sudden sound of Drow Yelling and Cheering a fight.

Interrogation Room: Sound of Tortured Screams

Monsters:

Banshee, Drow

Drow (Assassin, Normal, Mage, Priestess, House Captain, Elite Warrior, Priest)

Ghoul

Giant, Cloud/Drow

Golem Stone

Green Slime

Grey Ooze, Psychic

Lizards, Giant

Muiral

Quasit

Shambling Mounds (bone)

Skeleton

Specter

Spiders, Phase, Giant

Swarm of Insects

Troglodyte

Wraith

Yochlol

Zombie

Moods/Specific Rooms.

Shattered Mirror/ mSecret Hall - Sound of crunching glass as they walk

Haunted Temple of Loth: Huge room, sound of women weeping and praying, Fire from braziers

Muiral's Laboratory: General dungeon with rushing air of Pneumatic Tube.

Cobbleskulls: Dungeon with dried bones crunching underfoot.

Temple of Eilistraee: Drow Dungeon with Hymn on Repeat

Distant Music: Drow Dungeon with Band music coming from a ways away.

Auvryndar Hall: vast room, band music, fountain

Level 11: Troglodyte Warrens

General Background:

Caves, quite with periodic Distant sounds of battling. Water drips/stone clatters

One Shots:

Troll devouring body

breaking bones - both for trolls eating and Behir lair

Trollwarp Cavern: Exploding stalagmite

Behir Lair: Electricity Crackling

Monsters:

Beetles, Giant Fire

Behir, Arcane

Demon, (Shadow, Chasme, Hezrou)

Drow(Elite, normal, Mage, Priestess)

Lizard, Giant

Piercers

Swarm insects wasps

Troglodytes

Troll, (**Mutated**, limbs)

Moods/Specific Rooms.

Orts Cave- Water trickling into pool

Troll Tunnels: Sinkhole: dripping water/Fluttering wings

Trollwarp Cavern: Gate, Trolls, Chickens

Drow Battle: Big Cave with Demons fighting, Drow commands, arrows and spells flying,

Level 12: Maze Level

General Background:

Minotaur Caves: Genera Dryl Cave with dulled footsteps

Drow Castle: castle with spiders

One Shots:

Will-o-Wisp: in Elvish: "Follow me"

Special Effects:

- faint "Help me!"
- Rattling Chains
- Old Man Giggling

Crickets and Bats: Shrieking Bats

Various: Drow Signal Horns

Monsters:

Bore Worm - See level 13

Demon (**Goristo**, Burlgura, Vrock, Yochlol)

Drow (Mage, Elite Warrior, Normal, Priestess, Archmage)

Goblin

Human (Mage, Assassin)

Incubi

Iron Spider

Lizards Giant

Minotaur

Quaggoths

Skeletons, Minotaur

Spider, Giant
Troglodytes
Will-o-Wisp

Moods/Specific Rooms.

Shrine of the Horned King: General Cave with Minotaurs chanting and Stomping.
Crickets: Cave with tons of Crickets

Level 13: Triobrand's Graveyard

General Background:
Caves, with Clanking Robots, a distant forge and chittering metal bugs. Sound of crunching metal as walking.

One Shots:

Lightning Turrent
Flame Cannons

Monsters:

Azer
Badger, Giant
Death Dogs
Gnome, Rock
Hobgoblins (Captain, Normal, Warlord)
Lava Children
Myconid sovereign
Rust Monster
Scaladar
Shield Guardian
Shockerstomper

Moods/Specific Rooms.

Bore Worm: Sound of the Boar Worm coming, Ontop of characters and going away.
Junkyard: Buzzing of Metal Wasps
Clammersham Palace: Quiet area with tiny music box in the background.

Level 14: Arcturiadoom

General Background:

General Background: slightly Magical Basic Dungeon + Distant sound of marching Hobgoblins

Suggested Soundset base: *BO Catacombs of Wrath - In the Catacombs*

One Shots:

Polymorph Trap or Alteration Chamber

Portcullises for Prison

Opening Crystal Door

Mecha-Halaster Tomb Trap - Sounds like a trap walls grinding, gears clunking

Magic Mouth Countdown (20 Seconds)

Weapon of Mass Disintegration

Monsters:

Animated Object - Iron Stove, Animated Armor

Carrion Crawler

Chimera

Death Dog (Giant 2 Headed Rat)

Demon, (Shadow, Nalfeshnee)

Dragons, Young Blue

Drow (Mage)

Duergar Deformed

Fire Beetle

Fire Elemental

Flumph

Gas Spore - Shrieking

Gelatinous Cube

Giants, Fire

Gorgon

Hellhounds

Hobgoblin (Normal, Captain, Warlord)

Hook Horror

Living Unseen Servant

Manticore

Mephits, Smoke - Who Throw Insults more than fight...

Corrupted Ogre - Ogre/Carrion Crawler Hybrid

Oryugh

Owlbear

Quasit

Rakshasa

Scorpion which becomes an Umber Hulk

Svirfneblin - Cursed to eat stone - Non combat encounter?

Wyvern

Moods/Specific Rooms.

Entryway: Natural Cave and Bore Worm at various intervals.

Hobgoblin Patrol or Death's Head Watch Post - Death's Head Training: Marching Hobgoblins, warchants echoing down stone hallways.

Death's Head Watch Post - Training room - Cheering and Sword fighting

Smithy - Loud Hammering and Bellows

Foundry - Elemental Forges - Sound of (Elemental) Blast Furnaces

Crystal Light Boudoir - Sound of Harpsichord playing

Level 15: Obstacle Course

General Background:

Dungeon corridors with periodic cheering and sounds from a sports stadium. (Stomping of feet, cheering, clapping, Organ music) Also distant sounds of heat trigger periodically (Steam release, sizzle or woof of thing burning, small explosion)

One Shots:

Covered Pit - Sound of trap door opening and things tumbling into a pit - (Suggest also Halaster says: "And down they go!")

Teleport Trap - Magic Sound & Halaster's booming voice Shouting "Teleported!"

Halaster's Play by Play:

1. Miss with a Melee Attack: "Swing and a miss!" Suggest "What were they aiming at?", "I bet they wanted that one back", "Can they hit anything?", "We need some real professionals."
2. Miss with Ranged attack: "Missed that one by a mile!" Suggest "Why do they even bother?", "Of course they missed!"
3. When Character takes Damage: "Ouch, that'll leave a mark!", "A solid hit!", "
4. When a Characters kill a monster "Score one for the underdogs!", "Even a broken clock is right twice a day", "They got lucky"
5. When the party cleric drops to 0 hit point: "The cleric is down! Stick a fork in it - this party's done!"

6. On your mark! Get Set! Go! "Welcome to the Obstacle Course! Place all weapons and magic items in the carts for safekeeping. You won't need them. Hurry! Time is running out!"
7. The Death Tyrant "How could this happen?! This is unbelievable! This might be the greatest upset in the history of Undermountain!"

Halaster's Coins: Halaster's Booming Laugh

Clacking Floor: Loud clacking sound as people move across the floor.

Hidden Rune: Sound of Stone Double Doors Slamming

Wheel Room or Carts: Sound of loud squealing and stone rumble.

Abandoned Smithy - Sound of hammers striking metal

Netherskull's Biographer - Sound of a Gong being struck

Monsters:

Beholder - Death Tyrant

Champion - Male Dwarf

Dragon - Adult White

Drow - Female Mage

Githzerai

Golem, Stone

Lava Children

Living Unseen Servant

Mephits - Magma

Roper

Vampire - Dwarf

Zombie Mob

Moods/Specific Rooms

Electrified Portcullises: Sound of electrical humming over the standard background noise.

Rooms by chasm: Standard background, but sounds of burning much louder also sounds of lava children playing

Githzerai Retreat - Quiet dungeon corridor (make it clear the normal background sounds fade away) distant sound of water trickling in fountain

Level 16: Crystal Labyrinth

General Background:

Crystal Dungeon: Quiet Dungeon with crystal chimes tinkling and periodic sounds of army practicing. Maybe odd echo from asterisk plane.

Stardock: Dungeons with sounds of Dragons moving in the distance. Sound of scales cracking underfoot sometime.

Outside Stardock - silence with awe inspiring music.

One Shots:

Sound of Stardock gate opening

Githyanki arguing: officers Quarters, Mess Hall and Knights Quarters

Monsters:

Dragon, Red (Young, Adult)

Githyanki (Gish, Knight, Warrior)

Githzerai

Golem, Crystal

Mind Flayer

Moods/Specific Rooms.

False Hatchery - Stardock plus sounds of lava.

Jerath's Quarters - Stardock plus lute music

Kitchen : Sounds of Kitchen pots clattering, stoves burning and pots boiling.

Smithy and Weapon Storage: Sound of metal working on a forge.

Dragons Lair/ Attack: Infernexu's Quarters, Ashtyrranthor Attacks,

Level 17: Seadeeps

General Background:

Caves: dripping water in Cave plus distant sound of river

Dynamo: thundering river

One Shots:

Halaster's Maw: earth pit slamming shut

Halaster is Glowing: Prismatic Spray trap

Monsters:

Commoner

Duergar

Ettin

Flumphs

Githyanki (Knight, Warrior)

Grimlock

Intellect Devourer

Mind Flayer

Neothelid

Noble - Roleplay encounter?

Orog

Scaladar

Troglodyte

Ulitharid

Veteran

Moods/Specific Rooms.

Githyanki Grave/Barracks - Caves + water tinkling into a fountain.

Level 18: Vanrakdoom

General Background:

Outer Rooms: Stone corridors, sounds muted as from fog, rats and bats sounds all around.

Sounds if chanting in the distance.

Shadowfell rooms: dull sounds with distant haunting whispers.

One Shots:

Old Friends: Sound of sea crashing a ways away.

<talking about quests to black Jungle> "We are the best of friends, Glyster, are we not?"

Umbraxakar's Gift: Sound of jungle insects/animals:<After character puts a coral ring> "I will treasure this gift forever."

Scintilmorn's Rest:<Mad noble> "What have we to fear from darkness, you and I?

Undermountain is where we belong. It calls to us - can't you hear it?"

<Sound of sun blade swishing> "Together we shall see the Moonstar name elevated to glorious heights my father could never dream of! Waterdeep will shutter at the sound of it!"

Candlelit Halls: "Turn back now, or abandon hope!"

Shattered Throne: <Undead Noble> "Is this to be the legacy of Vanrak Moonstar? A shadow king damned to rule these moonless halls, fending off assassins, mad wizards and ghosts of the ancient dead? Is this all that Shar has to offer? I have drunk my fill of darkness and loss, old friend."

Lost Dwarven Horn: <hollow voice> "Umbraxakar, give these fools the death they deserve!"

Sound of shadow dragon breath.

Hall of Death: "Welcome to Umbraxakar's lair. A dragon held in the grip of despair. Conjures memories of his departed friend: Upon sunlight's blade, he met his end." - Lord says:

“Remember this? Your gift to me? Challenge me again, and I’ll carve out that big heart of yours and eat it!” - Character “Vanrak! I am your friend. Listen to me. She’s using the pain of your father’s death to lead you down the darkest of all paths. For the love of Selune, do not follow her!”

Under the Black Sheets - Death knight “This is not the fate either of us deserved. In darkness we have lost our way.”

Monsters:

Abominable yeti

Champion - Ally/turncoat

Cult Fanatic

Cultist

Dragon (Shadow)

Shadow

Shadow Assassin

Swarm (Bats, Rats)

Vampire (Cleric, Spawn)

Wraiths

Moods/Specific Rooms.

Halls of Worship: Sounds of cultists chanting and rats squeaking. Chant: “Darkness quench the sun. Darkness swallow the moon. We are nothing but the night.”

Shadow Vigil / Ritual Chamber: rats squeaking, cultists chanting: “Darkness quench the sun.

Darkness swallow the moon. Darkness claim the dungeon and all that dwell within.”

Dragon’s Hoard: Background (shadowfell or normal) Constant Moaning from dimensional rift.

Level 19: Caverns of Ooze

General Background:

Caverns with the sound of slumber flowing/bubbling

One Shots:

Ichtyglug’s Song - See page 246, add in water effects.

Jaruk’s Song - See page 246, add sounds of coins clinking on dancers hips

Monsters:

Black Pudding - Intelligent

Demon (Nalfeshnees)

Galeb Duhr

Gargoyle

Gas Spore

Genies (Dao, Marid)

Grey Ooze

Mephit, Mud

Mind Flayer

Orogs

Slaad, Grey with ballista

Swarm, Quipers

Moods/Specific Rooms.

Shipwreck/curtains of water- background + Waterfall

Ichthyglug's Cavern - harp music with background waterfall and water dripping/splashing.

Jaruk's Cavern Rock music, with sound of sand moving in background.

Level 20: Runestone Caverns

General Background:

Caverns: Caverns with dripping water and distant stomping of golems/crumbling rocks

One Shots:

Desiccating Symbol - Sound of a Glyph going off

Mad Golem's Lair - Sound of rocks being smashed

Giggling Chasm - sound of an old man giggling

Statue of Transformation - Sound of something morphing into something else.

Unreliable Oracle - Whispering voice that randomly says: "No more answers today! Come back tomorrow!", "You already know the answer", "Ah, One of Life's Mysteries", "Can you please rephrase the question?", "Hold Please" followed by 1d10 min of music

Bones and Stones: Litch saying: "Down and down and down once more. Awaits the mad one's doom; Between there and here, heaven's tears. Evil knocking on the Far Realm's door."

Monsters:

Animated Staff

Archmage

Beholder

Beetle, Giant fire

Bulette

Centipedes, giant
Demon, Marilith
Duergar
Elemental, Earth
Gargoyle
Golem, (Stone - Intelligent, Stone - Mad)
Grell
Lich - Ezzat
Mummies (Normal, Lord)
Myconids (Adults, sprouts, sovereign)
Nothic
Psudodragon
Purple Worm
Quaggoth, spore servants
Snail, Giant
Xorn

Moods/Specific Rooms.

Sunken Paradise - Restful waterfalls, and quiet insects, every so often a fish jumping in pond, make this restful maybe with an optional small campfire.

Runestone Cavern - General background plus howling wind.

Stalagmite Tower - Minor magical humming in the background

Level 21: Terminus Level

General Background:

Sounds of a working mine echoing from a ways away (mine cart rumbling, dwarves working) also with peroidic dripping of blood.

One Shots:

Sound of a mine cart rolling

Kitchen - Old Duergar "The stew will be ready when it's ready! Gout out, lest ye taste none of it!" "My eyes are clouded, but my ears and nose work fine. Test no my resolve!"

Grand Vestibule - Sound of a vast horn sounding

Monsters:

Champions - Ghost Dwarves

Demon, Marilith

Dragon - Steel

Duergar (normal, archmage)

Elemental, Fire

Fomorians

Golem, Iron

Gorgon

Otyughs

Planetar

Remorhaz

Xorn

Yugoloths (Arcanaloths, Mezzoloths, Nycaloth, Ultraloth)

Zombie, Beholder

Moods/Specific Rooms.

Rubble-Strewn Cavern/Iron Mine - General background with much louder sounds of mining and distant sound of the iron smelters.

Fire and Iron - General background with loud sounds of an Iron smelter

Hammer and Anvils - General background with loud forges and flames

Poisonous mine - As Rubble-Strewn Cavern + Faint hissing

Level 22: Shadowdusk Hold

General Background:

Tier 1: quiet like a museum with flickering torches and the distant sounds of creatures quietly moving around.

Tier 2: Tier 1 background plus constant very soft whispers that are unsettling.

Tier 3: as Tier 2 but whispers are much more apparent.

One Shots:

Zalthar's Chambers: "Dezmyr foretold your arrival. I've been waiting for you!"

Eyes of stone: "Yield magic for safe passage."

Monsters:

Archmage -both roleplay (Melissara) and combat (Vertrand, Berlain, Cassiok)

Champion

Couatl

Death Knight

Dracolich, adult blue

Grells

Grocery Alpha

Nothics
Slaadi, Death, Grey
Star Spawn (various)
Will-o-Wis
Wraiths
Zombie

Moods/Specific Rooms.

Fountain: General background with the sound of a soothing fountain
Pillared Hall: Tier 2 background plus loud footsteps

Level 23: Mad Wizard's Lair

General Background:
Highly Magical Dungeon - mane use the Runeforge from RotRL

One Shots:

No Retreat same voice as announcer on level 15 - "Is this the end of Halaster Blackcloak? Ha, I think not!"
Teleportation Pillars: "A crown festooned my dwarves brow. I rest beneath the mountain now. Who am I?"
Double Door Roulette - prismatic spray trap
Apprentice Portraits - Jhesiyra - "So close..."
Jhesiyra's Warning - Jhesiyra - "The Mad Mage waits for you beyond the next door. Prepare yourselves!"

Monsters:

Arcturia - Lich/ Fairy
Archmage (Trobriand)
Demilich
Deva
Empyrean
Flameskulls
Golem (Flesh, Iron)
Halaster Blackcloak
Helmed Horror
Invisible Stalker
Living Unseen Servant

Mimic

Pit Fiend

Scaladar

Trobriand - Iron Golem with spellcasting

Ultraloth

Moods/Specific Rooms.

Lightning Pillars: General background with electrical bulking and random lightning strikes.

Arcturia's Court - General background plus harp music.

Potion Brewery - General background with sound of Fire and caldron bubbling

Level 24: Skull Island

General Background:

River Gently flowing, sound of thugs/ pirates arguing and partying in the distance

One Shots:

Monsters:

Bugbears

Champion

Duergar

Gargoyle

Kip-toa

Thugs

Wyvern

Moods/Specific Rooms.

Level 25: Skullport

General Background:

Lower Level: Larger underground streets, with dripping water. Sounds of wood creaking from the catwalks above as people move around. Periodic sound of a skuffle in the distance.

One Shots:

Monsters (Most Roleplaying encounters):

Archmage - Shop Keep

Commoners - Shop Keeps

Duergar - Shop Keep

Flameskull

Hag, Sea - Shop keep

Kobold - waiters

Mage - Dragonborn

Minotaurs

Spectator

Spiders, Giant

Wererats

Zombies

Moods/Specific Rooms.

Dead Man's Corner - Shop with sound of zombies in background and creepy hag shop keeper.

Feathered Rat - A Pet store with cats, frogs, fire beetles, rats lezards and stirges in background

Thaglar's Foundry - Sound of Metal crafting

The Bat's Roost - Sound of a boxing or MMA gym.