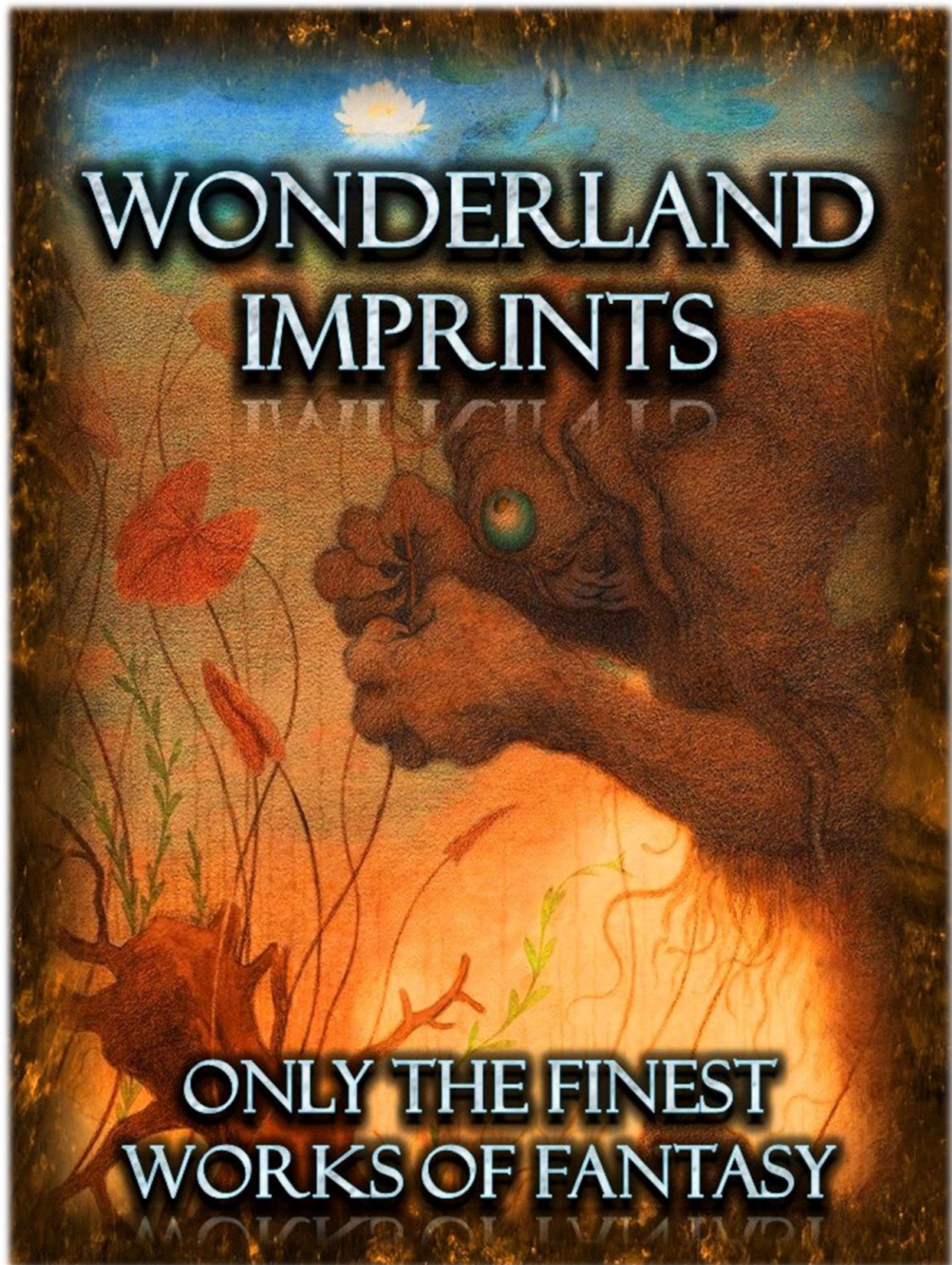


CLASSIC DUNGEON
DESIGN GUIDE
BOOK III

KENT DAVID KELLY



CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT
CDDG3

THE CLASSIC DUNGEON DESIGN GUIDE BOOK III

THE LABYRINTH LEXICON

BY
KENT DAVID KELLY
(DARKSERAPHIM)

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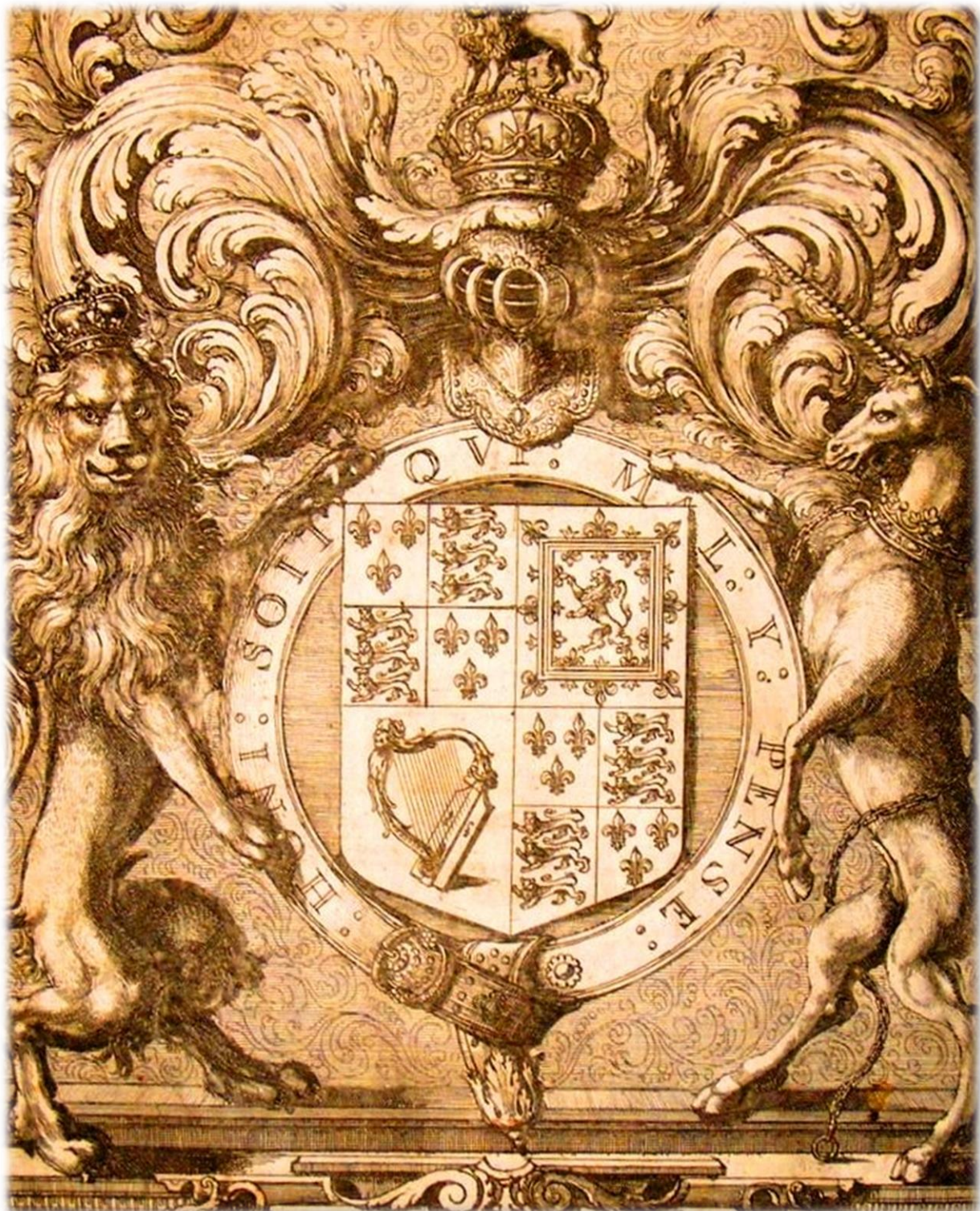
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(Document Version 1.0)

Please feel welcome to contact the author at shadowed_sky@hotmail.com with comments, questions, requests, recommendations and greetings. And thank you for reading!

"Only the Finest Works of Fantasy"



HIC SVNT DRACONES

HERE THERE BE DRAGONS

CASTLE OLDSKULL ("Old School") is a well-regarded, system neutral line of supplements designed for use in Fantasy Role-Playing Games (FRPGs). Available formats include PDF, paperback, and Kindle e-book.

Ideas are presented in such a way that they can be used or customized for any edition game, from the 1970s to the present day. These volumes exemplify the iconic "sandbox," do-it-yourself, and free-form ideals established by the original Lake Geneva campaigns, c. 1972-1979. Respected sources of inspiration include Arneson, Barker, Bledsaw, Burroughs, Dunsany, Gygas, Holmes, Howard, Kask, Kuntz, Leiber, Lovecraft, Merritt, Moldvay, Moorcock, Sutherland, Tolkien, Trampier, Vance and Ward.

You can contact the author, Kent David Kelly, at shadowed (underscore) sky (at) hotmail (dot) com.

DEDICATION

This work is dedicated to the memory of the great classic dungeon and fantasy milieu designers who are no longer with us:

David Lance Arneson,

M.A.R. Barker,

Bob Bledsaw,

E. Gary Gygax,

Dr. John Eric Holmes,

Tom Moldvay,

and David Trampier.

It is also dedicated to the great fantasists who inspired them, some of whom are fortunately still with us today:

Poul William Anderson,

Edgar Rice Burroughs,

L. Sprague de Camp,

Robert E. Howard,

Fritz Leiber,

Howard Phillips Lovecraft,

Michael Moorcock,

J.R.R. Tolkien,

and Jack Vance.

In the spirit of creating wonders with which to inspire others to write their own unique works of enchantment, the author salutes you.

EMPOWERING YOUR IMAGINATION: WHAT THIS BOOK IS, AND WHAT IT IS NOT

Attention e-reader, video and computer gamers!

This book is *not* a game in and of itself. If you bought this book thinking it was a complete game you could read and play, you should probably return this book now.

This is a book to help you create your own adventures for Fantasy Role-Playing Games. This is a fantasy adventure toolbox, an imagination engine.

If you enjoy creating stories with your friends, envisioning netherworlds filled with dragons and treasure and designing fantasy worlds all your own, then you will find that this book is an ideal Game Master (GM) tool. This book will help you to create and improve dungeon adventures, featuring more intriguing locales, more mysterious histories, and more surprising twists and turns than ever before.

This is not a complete game. Your dedication and creativity are required.

DESCRIPTION

*Enchanted fountains shadowed by gargoyle sentries,
Tricksy nymphs cavorting in crystal pools,
Unholy altars, sacred shrines,
Undiscovered treasure vaults,
Thousands upon thousands of wondrous rooms
Filled with treasure, tricks, magic and eldritch horror,
All awaiting your heroes' intrepid discovery ...
What greater mysteries await far below,
For only the most dauntless magi
And fearless warlords to ever find?*

Continuing the proud tradition of the CLASSIC DUNGEON DESIGN GUIDE series, Book 3: The Labyrinth Lexicon provides you with a nearly endless array of dungeon room types which you can use to build any size, plan and theme of dungeon you desire. This is the largest and most extensive dictionary of dungeon rooms in existence, with over 1,200 unique entries and 6 matrixed D1000 generation tables. The matrix tables allow to build thematic dungeons with ease, just using room size consideration, floor planning, and random die rolls. When coupled with Book 2: Dungeon Mastery Design Tables, you have everything you need to create instant rooms with instant contents.

In this massive tome you will also find real world examples of floor plans and room arrangements for caves, dungeons, manor houses, strongholds, temples, and tombs; and detailed examples of random room arrangements with thematic sub-clusters (such as strongholds, arenas, hideouts, haunted temples and more).

So what are you waiting for? This book is the perfect companion for THE CLASSIC DUNGEON DESIGN GUIDE, and has been specially designed to serve both as a learning grimoire and as a tabletop go-to book for design and for sandbox play. After all, if you're going to dare to delve into the netherworld, you should probably take not just a lantern and an elvish sword of great antiquity; you should also carry the ultimate guidebook with you along the way ...

Another classic Fantasy Role-Playing Game Supplement from Wonderland Imprints, Only the Finest Works of Fantasy. (73,200 words, 386 pages.)



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CHAPTER 1:

INTRODUCTION:

A MASTER CRASH COURSE IN DUNGEON ARCHITECTURE

Welcome once again to the CLASSIC DUNGEON DESIGN GUIDE series of supplements for old school Fantasy Role-Playing Games (FRPGs). This series is devoted to pulling together several decades' worth of Game Mastering advice, turning a maelstrom of historical reality, fantasy fiction, play experience and classic film into a clean, usable set of random tables for your dungeon designs and game play. This is volume three, and I assume from the beginning that you own and have read the initial companion volumes, Book I (CDDG1) and Book II (CDDG2). If you have not, you can still derive value from this work, but you may get frustrated when I cite prior sources or repeatedly reference subjects which have already been covered in detail earlier on.

So what is it that you will find exclusively in Book III, THE LABYRINTH LEXICON? This is a supplement intended for the Game Master who wants to create the best, most amusing, most varied, most compelling, and most *amazing* dungeons in the world. You only need this book if you want your players to never forget you, to never forgive you, and to praise your insidious dungeons to the high heavens forevermore. (Hopefully, that's just about all of us).

Specifically, this book is all about rooms. Too many dungeons feature a mix of about 10 different room types (guardroom, storeroom, vault, secret room, monster lair, etc.) with only minor variations on a theme, and I want to fix that. Here I will give you an absolutely disgusting amount of information about room types that you can use to distinguish and improve all of your maps and dungeon designs, whether they be strongholds, crypts, temples, magical labyrinths, haunted houses or cave systems. All of those archetypal designs are covered in detail here. I already treated this topic glancingly

in CDDG1, particularly in Section 8-2, Purely Random Room Generation. There I provided you with lists of hundreds of room types, laid out for D100 percentile rolls. You could roll up guardrooms, storerooms, halls, cells, and treasure vaults with ease. Pretty great, right?

Well, I heard back from a lot of people over the years that they didn't like the fact that I listed the room types with no definitions whatsoever. I also heard that they didn't know what an ambulatory was, much less a buttery or a salt room (go figure). I encouraged many a fan and fellow Game Master to hit the books, to go online and to look for their own answers. Unlearn what you have learned, do or do not, there is no try, am I right?

But the retorts came back that I should write yet another monstrously-paginated guide (*sob, twitch, moan, twitch twitch*) detailing all of the different room types from a dungeon designer's perspective.

Sigh. All right, fine! You don't know what a buttery is? I'm going to tell you, that's what I'm going to do ... it's a ...

...

Hmm. Well, it depends on the time period, doesn't it? And these modern bits of definitions and butler talk don't mean much to a Game Master. And this would be a perfect time to talk about potions, although of course this architectural dictionary isn't going to talk about any such thing. And ... all right, this is going to take longer than I thought.

And so, in early 2015, a research project began that I originally anticipated would take me about a month to complete. I was only off by a factor of 25 or so. Hey, in the self-publishing RPG market, that's actually pretty good! (Remind me never to run a Kickstarter, or anything involving actual deadlines. Also keep me away from high places, roads with cars, and supermarket intersections featuring interesting cookie displays.)

As I conducted my "room research" over the years, I gradually came to realize a few things:

- [1] In writing CDDG1, I hadn't provided *nearly* enough room types for you to play with. I gave GMs there about 500 room classifications, but in playing more

dungeon modules, reading more novels, and plowing through more architectural encyclopedias I realized that I'd missed about 700 or 800 subtypes which should have been included. Many of these were size-based, contingent upon dungeon archetype, a unique mix of fantasy and reality, or highly specialized. All of these quantifiers and differentiators needed to be detailed.

- [2] This kind of guide was actually needed, because many people were getting confused over what types of rooms would exist in a magical medieval setting, vs. room types that only exist in modern industrial times. It was a lot of work to reconfigure reality to fit the fantasy milieu in a meaningful and coherent manner. People were using the same room types over and over again, but no one was actually looking at Roman ruins, Egyptian temples, medieval nunneries or tholos tombs to figure out how these things were actually constructed. In other words, the game that should always be dedicated to honoring the best of the past had devolved to the point that it was only honoring the past of itself. (Boy, that's a topic for another day.)
- [3] There were cultures and time periods that had unique names for rooms, and unique types of rooms, that would be fascinating to put into an FRPG setting. But most of that information was hidden away in academic books that were out of print.
- [4] There were next to zero quality guidelines for Game Masters in regards to designing historically-based dungeon floor plans in a reasonable manner, as opposed to just creating a funhouse dungeon with random rooms everywhere.

And, most distressingly,

- [5] For a game that's supposed to be all about dungeons, there was very little information on realistic dungeons proper, what they were, why they existed, or summaries on how to replicate them and use their most interesting details in a fantasy setting.

So, the 40-page, 10,000-word supplement I was going to write gradually blossomed to encompass close to 70,000 words and over 350 pages. And while I am proud of this book in its current refined form, I still feel that it is incomplete. (Future free updates will probably, for example, include room types exclusive to Asian and Meso-American

cultures, and perhaps Neolithic structures found in Europe ... that is, when I can find reliably detailed sources written in English to learn more about such things.)

So what will you find here *now*? Basically, all of the fruits of my research are now offered to you in a succinct and organized format. (Boy, if you could only see my notes from plowing through over 200 books and modules to write this compiled tome ... it isn't pretty. You'd think less of me if you saw my notebook stack, to say nothing of my handwriting.) Here you'll find the largest selection of dungeon rooms ever written, presented as a massive master table of about 1,250 selections over a couple hundred pages. You'll also find an extensive list of castle types, dozens of floor plans, lists of real-world dungeons and temples and tombs and whatnot, and lots of advice on turning wild random dungeon design results into practical layouts ready for play.

What you won't find here is a list of potential room *contents*. We've already covered that in CDDG1, and especially in CDDG2 (which is solely devoted to that topic). But as an extra bonus, you'll also find a nifty appendix at the back that ties the dungeon design systems in all three books into a single table, which you can use to create any dungeon you've ever desired with just this trilogy and a couple of ten-sided dice. I thought that I would need to write 1,000+ pages of material before such a table would be useful to you in more than a superficial way, and sadly in that regard I was absolutely right. If only I could be right when I'm estimating timeframes and book completion dates ...

Ah, well. We're here now, the book is done, and we're ready to have some fun. So let's get moving!

CHAPTER 2:

THE LABYRINTH LEXICON

So what can you do to ensure that your dungeon has the maximum amount of variety and unusual locations? Simply, you need to maximize the number of room types available for your consideration. But this can't just be a completely random hodgepodge, from laboratory to bathroom to arena and back again; you need a way to control the randomness of the results, using thematic constraints as discussed in Book I of THE CLASSIC DUNGEON DESIGN GUIDE.

In Book I, Chapter 8 (The Cyclopedia of Dungeon Rooms), we touched on the idea of how the vast majority of dungeons can be classified as belonging to one of six major archetypes: [1] Cave Systems, [2] Dungeons (or Prisons), [3] "Haunted" Manor Houses, [4] Strongholds (or Castles), [5] Temples or [6] Tombs. Each of these archetypes had a random selection of room names, for example (for Dungeons) ranging from Abattoir to Workpit. That's a good system for naming rooms at random, but it doesn't really tell you anything about the room or what it's meant to be. What do you do when you need more detail and guidance before you can design your new room concept?

Enter the Labyrinth Lexicon. This chapter provides you with an extreme expansion of Book I's Chapter 8. So what's new here? Well, Book I's system is best used when you just want to come up with a room name and make all of the details yourself. It's still useful, but sometimes it's not enough. The new Labyrinth Lexicon system by contrast will come in handy when you want to know the random room's size, description, unique distinctions, a bit of detail, and the room's relation to other rooms throughout the dungeon level.

II - 1

USING THE LEXICON

There are several different ways that you can use the Labyrinth Lexicon, depending on how much of the heavy lifting you want to do yourself and how much you want the random generation systems to take the wheel.

The Hard Way

The most “hands on” way to use the Lexicon is to read through on your own, until you find an interesting-sounding and mysterious room type that you want to use. No dice are required; just scan, select and go.

The Intermediate Way

The intermediate approach involves using a pre-existing dungeon map, and coming up with a randomly-selected function for a room which has no description. Where do these dungeon maps come from? Basically, they’re from six different selection paths:

[1] Your Own Map. If you’ve drawn up your own dungeon map, but you don’t know how to populate it, you can roll on the Lexicon tables to help you out. You just need to decide if your map is a Cave System, Dungeon, Manor House, Stronghold, Temple or Tomb and roll on the appropriate column for logical selection.

[2] A Classic Dungeon Module Map. This is a fun method to use with veteran players especially, because they might recognize your source material and still be surprised by the unusual changes they find at every turn. You just pull an old dungeon module off your bookshelf (or your hard drive) and look at the keyed and numbered map, but nothing else. So if you have a map of the Hill Fort of the Highland Giant Chief, or The Moathouse in the Borderwolds, or Gray Mist Mountain or whatever, just gauge the size of each room — Tiny, Small, Medium, Large or Huge, as discussed in the next section — and keep rolling randomly until you find a new room description that makes sense. This “remixing” process keeps the old dungeons fresh, by keeping the maps and scrubbing out the old contents to concoct a new adventure setting.

[3] Output from a Random Dungeon Generator. Refer to Book I, Chapter 5, Section 4 for general information on these online random map generation systems. You can also search on Google for “random dungeon generator” and see what new stuff comes up; programmers are creating interesting new map creation methods all the time. Make a random numbered map, print it, and fill it using the Lexicon. See for example <https://donjon.bin.sh/d20/dungeon/> for a quick illustration of the process and potential here.

[4] Dungeon Geomorphs. These are rearrangeable print map sections, which can be connected to one another and/or rotated to create new dungeon layouts quickly. The original ones were created by TSR in the 1970s, and you can find them compiled in print as product 9048. Over on DriveThruRPG, you can also check out (unaffiliated with Wonderland Imprints) the Dungeons in Blue series, the Inked Adventures Hand-Drawn

Geomorph Tiles, and similar products to create quick geomorphic layouts. Just print, number the rooms, and use the Lexicon here to generate the room types.

[5] Someone Else's Dungeon. There are many erstwhile Game Masters out there who generously share their own maps online. Do a Google (Large) image search for "cool dungeon map," print out your favorite, and start rolling up room types using the Lexicon.

[6] A Real-World Locale. This option takes a bit of research, but you can find real-world castles, temples, tombs, and other useful floor plans everywhere you like. I provide a nice selection of useful places (such as the Palace of Versailles) later on in this book. The versions I can provide you here are necessarily small, but feel free to go looking for larger versions online!

The Easy Way

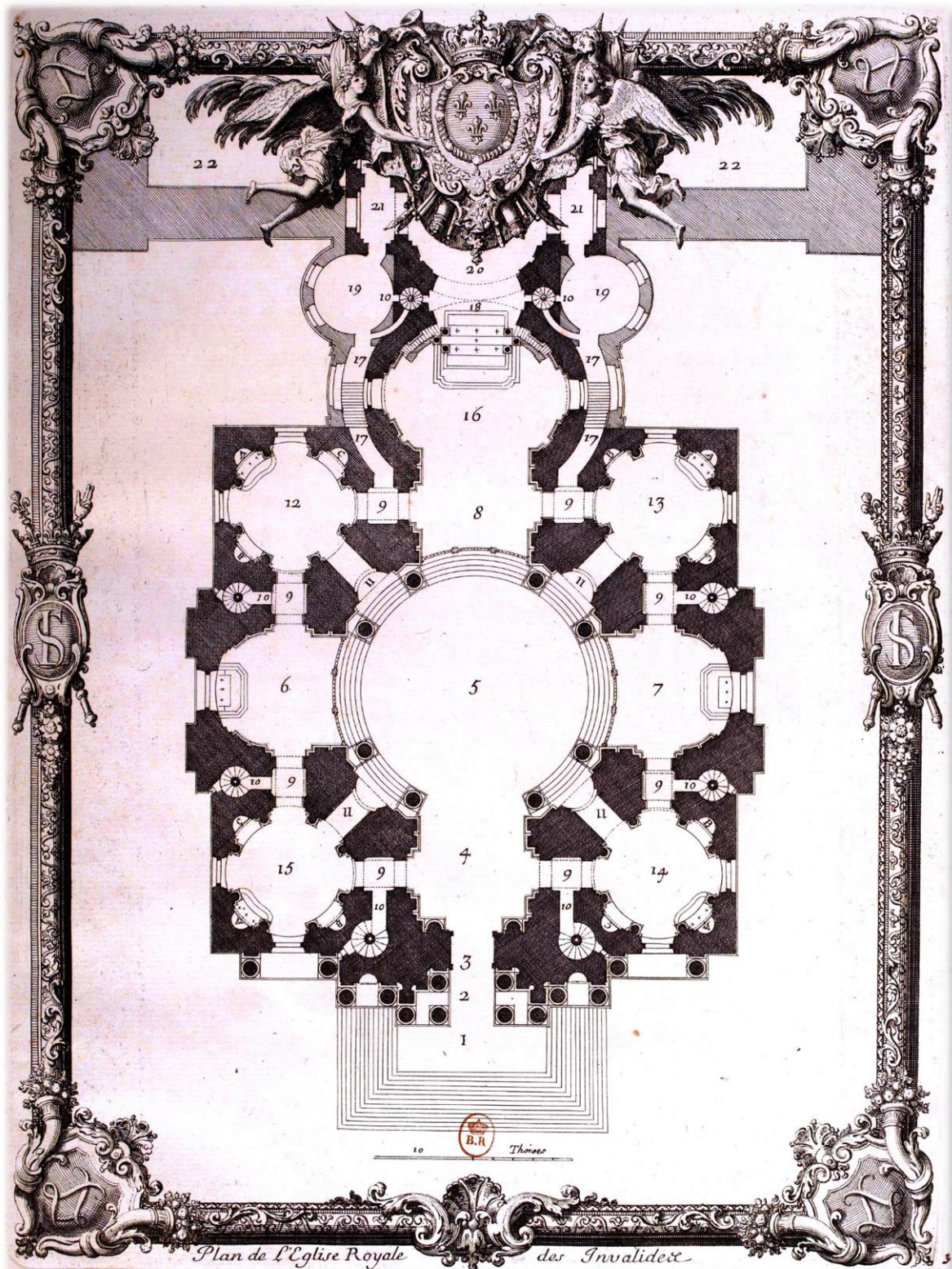
The easiest way to use the Lexicon is to just take 1D1000 and start rolling on the Lexicon Table without rhyme or reason. The results might not always be great, because random is random; but just keep rolling until you're satisfied with the results. You're 100% guaranteed a new dungeon design that will be like no other in the world!

Reading the Lexicon Columns

However you decide to use the Labyrinth Lexicon, you will always be rolling 1D1000. You can achieve that with 3 ten-sided dice, one for hundreds, one for tens, and one for singles; or, you can use the script =RANDBETWEEN(1,1000) in Excel. There's lots of other ways to generate a random number between 1 and 1,000, but those are the easiest in principle.

Then, you need to decide which column of the Lexicon is most appropriate to the dungeon type you are currently designing: A Case System (this column is abbreviated CS), a Dungeon (DU), a Manor House (MH), a Stronghold (SH), a Temple (TE) or a Tomb (TO). Roll 1D1000, consult the numbered entry (or use Ctrl-F) that is appropriate to the roll, and read across for the room description. In this way, a single mega-table with over 1,000 entries can be used to create six different thematic types of dungeon level.

Refer also to CDDG1, Book I, Section 8-2-9, Thematic Sub-Regions for Dungeon Levels. That special system will allow you to (for example) roll up a Temple dungeon level with branching Tomb and Stronghold areas.



II - 2

ROOM SIZES

Whichever use method you decide upon, before you can effectively use the Labyrinth Lexicon for random dungeon room generation you need to know the codes for room size. The Lexicon uses the following simple system to classify all rooms into five size-based thematic clusters: Tiny, Small, Medium, Large and Huge.

Tiny (abbreviated T)

This is the smallest size of room that is still worthwhile as being considered separately from other rooms. If you're using a piece of graph paper for your dungeon map, and the scale of that map is 1 square = 10', then a Tiny room fills 1 or 2 squares. That could mean a square cell (10'x10'), or a small rectangular area (10'x20'), or an irregularly-shaped area of 200 sq. ft. or less.

Small (abbreviated S)

A Small room usually has few furnishings, and only a few monsters (if any). The space is too small for ranged combat, since melee range occurs by default. A Small room fills 3 to 7 squares at the 10' scale. That could mean a square room of 20'x20', a rectangular room that's 15'x30', or an irregularly-shaped area of 300 to 700 sq. ft.

Medium (abbreviated M)

In an average dungeon, most of the closely-packed rooms will be Medium in size. There might a bit of ranged combat or spell casting at the beginning of an encounter, but due to the cramped conditions melee will quickly follow. A Medium room fills 8 to 19 squares at the 10' scale. That could mean a square room of 30'x30', a rectangular room that's 20'x40', or an irregularly-shaped area of 800 to 1,900 sq. ft.

Large (abbreviated L)

Large rooms tend to be major encounter areas, set pieces, or central locales with many passageways and niches branching off from them. There is enough room for ranged combat and troop maneuverability, but things are still close enough that a quick charge

will close the distance. A Large room fills 20 to 50 squares at the 10' scale. That could mean a square room of 50'x50', a rectangular room that's 30'x70', or an irregularly-shaped area of 2,000 to 5,000 sq. ft.

Huge (abbreviated H)

This is the largest type of space that I recommend for most dungeons, and if you're using random generation you will want to keep these areas at a minimum (to avoid from filling your map too quickly). A Huge room fills 51 to 100 squares at the 10' scale. That could mean a square room of 80'x80' or 100'x100', a rectangular room that's 60'x120', or an irregularly-shaped area of 5,100 to 10,000 sq. ft.

So how do these sizes determine your dungeon map design? That's entirely dependent on whether you already have a map that you're populating with details, or if you're using the Labyrinth Lexicon to design the dungeon for you.

If you have an existing map, then you can count the number of squares in each room before you roll the dice. For example, if your dungeon room is 16 squares, that's a Medium room based on the descriptions I provided above. Therefore you would roll 1D1000 in the Labyrinth Lexicon tables and keep rolling until you came up with a room that you like that has the M code.

If you don't have a map yet, and you're drawing one based on what the Labyrinth Lexicon is telling you, then you just roll 1D1000 and decide on a specific size based on (a) what you want your map to look like and (b) how much space you have on your paper.

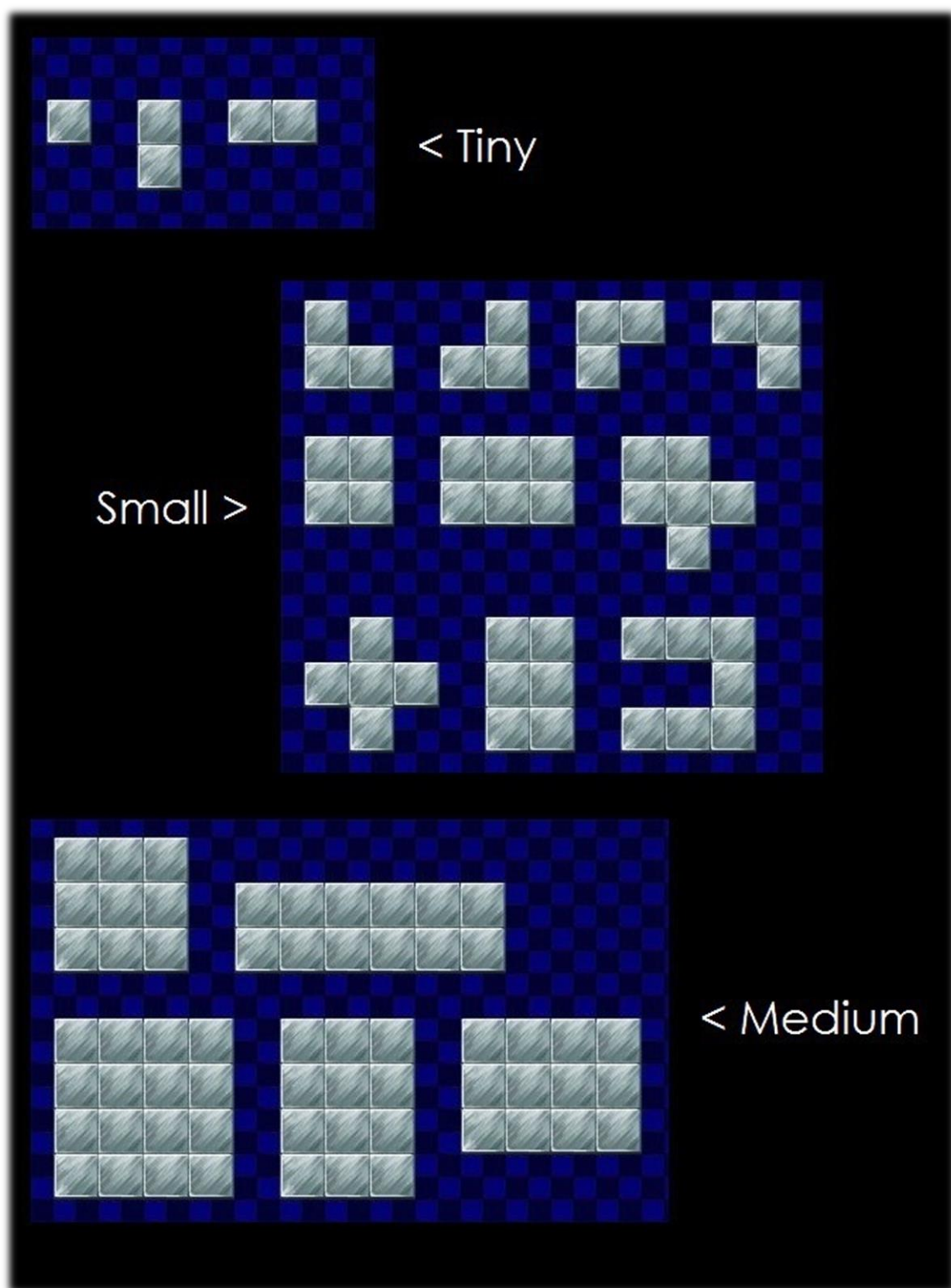
Consider the following example room type from the Lexicon:

Annex Warren (T-S-M): A poorly-planned excavation (abandoned due to imminent collapse?) adjacent to a cave or cavern. [R0053]

The room name appears first, in bold. Then we have the parenthetical notation (T-S-M). This means that an Annex Warren (by definition) will be either Tiny, Small, or Medium, but never Large or Huge. Which size do you choose? I usually recommend going with M (Medium) if you don't know what to do. Or, you can decide at random, for example using 1D6 (1 or 2 = Tiny, 3 or 4 = Small, 5 or 6 = Medium). After the parenthetical size codes you get the brief description, and then the bracket code, which is [R0053]. You can use the bracket code if you want to develop hundreds of results quickly: just write the bracket codes down in your notebook, and/or on your printed map, and then you can look up the description later using Ctrl-F (find) and the code.

Here is a handy summary table including all of the information above, so you can determine the room size of any location at a glance. You'll probably find that you memorize this information once you use the Lexicon a few dozen times.

Room Size	Code	Sample Room Dimensions (Feet and Squares)	Area in Square Footage	Area in 10' Map Squares
Tiny	T	7' Diameter Circle (<1 Sq.) 10' x 10' Square (1 Sq.) 10' x 20' Rectangle (2 Sq.)	100 to 200	1 or 2
Small	S	10' x 40' Rectangle (4 Sq.) 15' x 30' Rectangle (4.5 Sq.) 20' Diameter Circle (~3 Sq.) 20' x 20' Square (4 Sq.)	300 to 700	3 to 7
Medium	M	20' x 40' Rectangle (8 Sq.) 30' Diameter Circle (~7 Sq.) 30' x 30' Square (9 Sq.) 30' x 50' Rectangle (15 Sq.) 40' Diameter Circle (~12.5 Sq.) 40' x 40' Square (16 Sq.)	800 to 1,900	8 to 19
Large	L	30' x 70' Rectangle (21 Sq.) 50' x 50' Square (25 Sq.) 60' Diameter Circle (~28 Sq.) 60' x 60' Square (36 Sq.) 70' Diameter Circle (~38.5 Sq.)	2,000 to 5,000	20 to 50
Huge	H	60' x 120' Rectangle (72 Sq.) 80' x 80' Square (64 Sq.) 90' Diameter Circle (~63.5 Sq.) 100' Diameter Circle (~78.5 Sq.) 100' x 100' Square (100 Sq.)	5,100 to 10,000	51 to 100



So, you may still be wondering: What exactly is a room? That's easy, and the definition is deliberately gamist and unrealistic: A "room" is a keyed feature on your map, separated from other keyed features by some kind of space or transition area (a wall, door, archway, corridor, etc.). A "room" by this definition can be a bedchamber, cavern, or even a separate outbuilding adjacent to a castle ruin. If it has a number assigned to it, it's a room.

And what is a chamber? That's a little trickier. The term is too vague to be very useful here as a technical term. Therefore, the differentiation between chamber and room is a common question of dispute, relating to a space's size, function, entryways and other variables. Herein, I dodge all of that technicality and move forward with a Gygaxian approach: chambers are usually small, and rooms are usually medium-sized, with halls being larger than either. You can get more technical if you like, but I believe this general distinction fits very well within the game and the definitions for rooms given in printed dungeon scenarios.

II - 3

ORIGINAL VS. CURRENT ROOM USE

Whenever you are designing a dungeon randomly, you need to consider the conflicting concepts of **Original Room Usage** and **Current Room Usage**. The Original Room Usage is the purpose that the room was first designed for, and the Current Room Usage is what it is currently being used for. You can certainly have $A = B$ whenever you want to, but this distinction can help you figure out why two strange room types might be adjacent to one another.

For example, let us say that a manor house was built for a wealthy family of wizards. There are three rooms adjacent to one another: A dining room, a library, and a guardroom. These are the Original Room Usage delineations. Centuries later, the manor house might well still be standing (due to magic and repairs and repurposing), even though the wizards have long since died out. The dining room might be a storage room, filled with rubble and boxes; the library could be a wraith lair, haunted by one of the

former wizards; and the guardroom could be a treasure vault, where a madman stashed some gold and later died there, unable to part with his riches do to an ancestral curse.

When we consider the Original and the Current use, we now have a brief story for each room's history, and we can also justify random results where (for example) a treasure vault appears adjacent to a dining room with no rhyme or reason. As long as you make sure that your dungeons are old, partially destroyed (before the PCs ever even get there), repaired, repurposed, enlarged, and taken over by different generations of monsters and NPCs, you can easily turn random results into interesting bits of dungeon history.

As always, you can reroll results that simply don't work together at all; but I encourage you to ask yourself whether the "roll that just doesn't fit" is an Original Room Usage, or a Current Room Usage. Why is that room type there, and what does it mean? That's for you (and the adventurous players) to figure out. Remember that you can always justify the existence of a strange room type by the inclusion of an even stranger monster!

~

Here is a brief table showing some general original room types, and what might happen to those rooms over time.

Original Room Usage	Conversion Over Time
Bedroom / Quarters	The room probably had one or more beds, and various furnishings (table, chair, mirror, armoire, chest, etc.). The room's comforts would fall to decay quickly if not cared for, and the room might be repurposed for storage, as a garbage pit, or even a prison.
Guardroom	The room probably has good lines of sight, and/or peepholes in the doors, and/or a weapons rack. This makes an ideal monster lair, and some kind of intelligent monster may have converted the guardroom into a living area. If the room was never converted and the guards were wiped out, there may well be hacked doors, splintered racks, bloodstains, etc.

Library	The room would be filled with shelves, books, tables and light sources. The room could have caught fire, and turned into a scorched chamber filled with ashes; or the books could have been protected by a powerful NPC or monster; or the room might be used (by unintelligent monsters) as a warren, with the shelves serving as sub-lairs for families of beetles, slimes, spiders, or whatever.
Pool or Fountain Room	The room had a source of fresh water originally, either naturally occurring or as a decoration. After ruin, the fresh water would be in demand by monsters ... either those who want to drink the water, or aquatic monsters who come up from below when the floor works decay. The room could be (for example) the crumbling entrance to an underground stream.
Storeroom	The boxes could fall to ruin, or their contents could be plundered. The containers could be shoved aside to make room for bedding for humanoids, or to create a defensive barrier.
Shrine Chamber	The shrine was originally devoted to a god, demon, or angel that was worshipped by wealthy and/or devout NPCs. Over time, the shrine might have been defaced by enemies, or protected by like-minded creatures, or it might have fallen into ruin while the original divine (or unholy) aura remains, giving the room a “strange feeling” and ambient light.
Treasure Vault	The treasure is probably either plundered, or is guarded by a powerful monster who took the room over. If the treasure was trapped, the discharge of the trap may have destroyed part of the room. The room may have been reinforced, re-locked, or walled up and made secret and/or defensible.
(Etc.)	(Use this guide as a general reference, so that you can repurpose rooms that “don’t fit” into something that works for your overall dungeon design. And remember, the Original Room Usage can always be “unknown” if you don’t know why the room came to be ... that’s history you can always come up with later when there is need.)

~

(The Labyrinth Lexicon pages appear hereafter,
with room types appearing alphabetically.

Remember to use the following codes to look up your 1D1000 results:

CS = Cave System,

DU = Dungeon,

MH = Manor House,

SH = Stronghold,

TE = Temple,

TO = Tomb.)



IS FOR APARTMENTS

The **apartments** were so irregularly disposed that the vision embraced but little more than one at a time. There was a sharp turn at every twenty or thirty yards, and at each turn a novel effect. To the right and left, in the middle of each wall, a tall and narrow Gothic window looked out upon a closed corridor which pursued the windings of the suite. These windows were of stained glass whose color varied in accordance with the prevailing hue of the decorations of the chamber into which it opened.

That at the eastern extremity was hung, for example, in blue — and vividly blue were its windows. The second chamber was purple in its ornaments and tapestries, and here the panes were purple. The third was green throughout, and so were the casements. The fourth was furnished and lighted with orange — the fifth with white — the sixth with violet. The seventh apartment was closely shrouded in black velvet tapestries that hung all over the ceiling and down the walls, falling in heavy folds upon a carpet of the same material and hue. But in this chamber only, the color of the windows failed to correspond with the decorations. The panes here were scarlet — a deep blood color ...

— *The Masque of the Red Death*, by Edgar Allan Poe

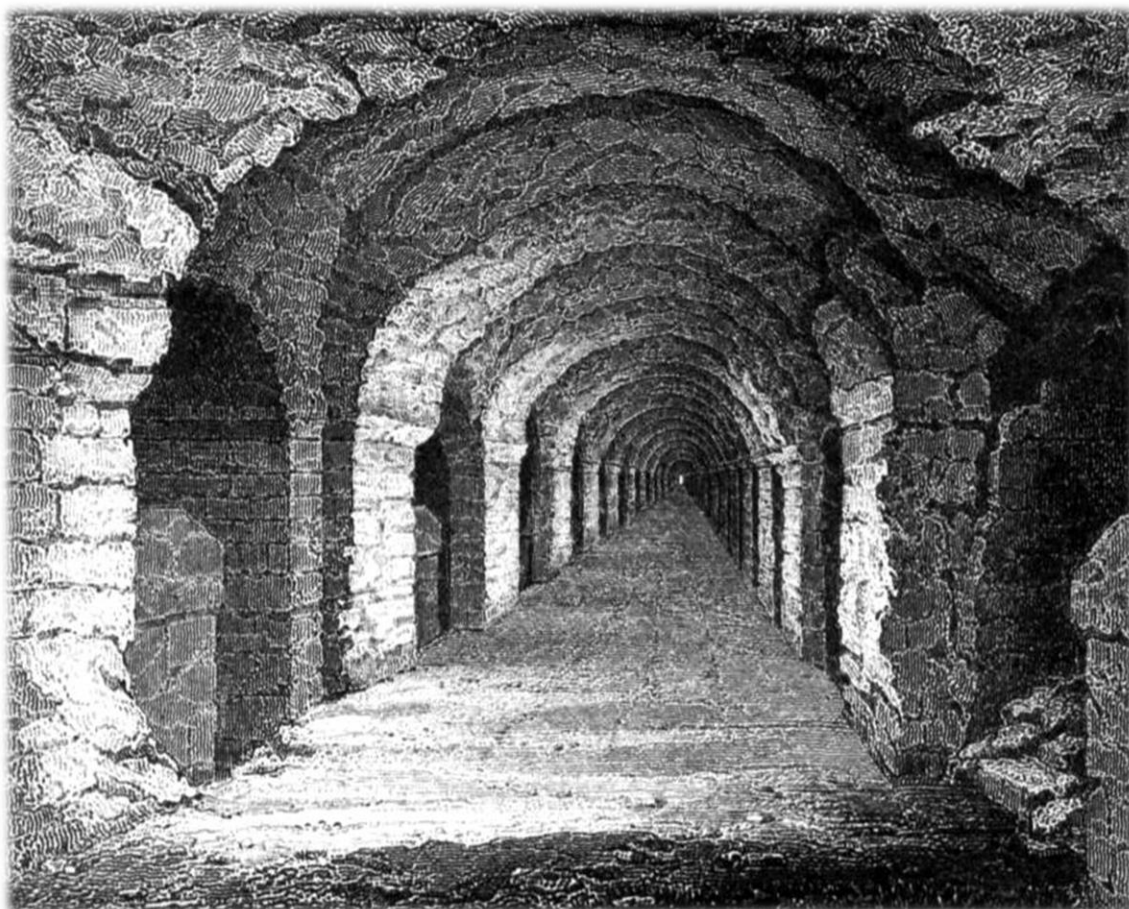
A is for Apartments						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	001 002	-	-	001	-	Abattoir (S-M): A slaughterhouse room or locale, where beasts or monsters are slain (perhaps as a sacrifice). [R0001]
-	003 004	-	001	-	-	Abreuvoir (M-L-H): A water tank, or a partially flooded room, which has been designed to provide water for animals (mounts?) or (guardian?) monsters. [R0002]
001 002 003	-	-	-	-	-	Access Cave (S-M): A narrow cave, likely with a controlled opening (covered with vines, guarded by spikes, etc.) leading into an important cavern. [R0003]
004 005 006	-	-	-	-	-	Access Cavern (L): A large access cave. [R0004]
-	005 006	001 002	002 003	002	001 002 003	Access Chamber (S): A narrow room, likely with a secure door or gate, leading into an important room. [R0005]
-	007 008	003 004	004 005	003	004 005 006	Access Room (M): A large access chamber. [R0006]
-	-	005 006	006 007	004	-	Accommodation (S): A temporary place of lodging, typically for a servant, official, or guest. [R0007]
-	-	007 008	008 009	005	-	Accommodations, plural (M-L): Two or more accommodations in a room block. This may be an interconnected series of 10'x10', 10'x20', or 20'x20' rooms. The room block may be fairly large, but split into multiple sections by doors, archways, tapestries, etc. [R0008]

007	-	-	-	-	-	Acidic Cave (S-M): Features a pool of ancient water, acidic vapor, or acidic mineralized water dripping down from stalactites. [R0009]
008						
009						
010						
CS	DU	MH	SH	TE	TO	Room Type and Description
011	-	-	-	-	-	Acidic Cavern (L): A large acidic cave. [R0010]
012						
013						
014	-	-	-	-	-	Adamantite Delve (M-L): A place where adamantite ore can be mined (by dark elves, deep gnomes, dwarves, etc.). May be guarded, fought over, and/or partially depleted. [R0011]
015						
016						
-	-	-	-	006	007 008 009	Adyton (S-M): An ancient (Greek-themed) sanctum sanctorum. [R0012]
-	-	-	-			
-	-	-	-			
-	-	-	-	007	010 011 012	Adytum (S-M): An ancient (Roman-themed) sanctum sanctorum. [R0013]
-	-	-	-			
-	-	-	-			



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	009 010 011	010	008	-	Aerarium (M-L): An ancient (Roman-themed) treasure vault. [R0014]
-	-	012 013	011	009	-	Aerarium Chamber (S): A small, ancient treasure vault. [R0015]
-	-	014 015	012	010	-	Aerary (M-L): A medieval treasure vault, typically in a castle or temple. [R0016]
-	-	016 017	013	011	-	Aerary Chamber (S): A small medieval treasure vault, typically in a castle or temple. [R0017]
-	-	-	014	012	013 014 015	Agiasterion (M-L): An ancient (Greek-themed) sanctuary featuring an ornate altar, and likely a basin for holy water. [R0018]
-	-	-	015	013	016 017 018	Agiasterium (M-L): An ancient (Roman-themed) sanctuary featuring an ornate altar, and likely a basin for holy water. [R0019]
-	-	-	-	014	019 020 021	Ah Hwt (S-M): An Egyptian-themed tomb or vertical tomb shaft. [R0020]
-	-	-	-	015 016	-	Ah (L-H): An Egyptian-themed temple. [R0021]
-	009 010	018 019	016	017	-	Air Chamber (S): A small room specifically designed to serve as a junction for wind tunnels and/or air conduits and to provide air flow to remote areas. This room is almost certain to be breezy, or even windy, and the air flow may be assisted by magic (e.g., a permanent gust of wind or an imprisoned air elemental). [R0022]
-	011 012	020 021	017	018	-	Air Room (M): A larger air chamber. [R0023]
-	-	022 023	018	019	022 023 024	Ala (T-S): A Roman-themed alcove, perhaps featuring a bust, statue, or pedestal. [R0024]

-	-	024 025	019	020	025 026 027	Alae, plural (M-L): A long series of Roman-themed alcoves, for example on either side of a long hallway or narrow gallery. [R0025]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	013 014	026 027	020 021	021	028 029 030	Alcove (T-S): A small recess adjoining a larger room. In game terms, these are likely 10'x10' (single-square), 5'x10', or 5'x5' indentations in a large room's walls. If an alcove is indicated as a standalone room, it is almost certainly either (a) the bottom of a shaft, (b) the top of a shaft, (c) a connecting space between two nearly-adjacent rooms, or (d) the location of a concealed or secret door leading into a larger space. Rerolling is suggested if you cannot envision any of these options. [R0026]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	015 016	028 029 030	022 023	022	031 032 033	Alcove Succession (M-L): A long series of alcoves, for example on either side of a long hallway or narrow gallery. [R0027]
-	017 018	031 032 033	024	023	-	Ale Cellar (S-M): An underground room used for the storage and aging of ale and/or mead. [R0028]
-	-	034 035 036	025	024	034 035 036	Alhacena (T-S): An ornate alcove, featuring carvings, bas reliefs, or a statue, bust, etc. [R0029]
-	-	037 038 039	026	025	037 038 039	Alhacena Succession (M-L): A long series of alhacenas, for example on either side of a long hallway or narrow gallery. [R0030]
-	-	040 041	027	026	-	Alipterion (M-L): An ornate anointing room, where people (bathers, a lady, nobles, etc.) clean themselves with oils and unguents. [R0031]
-	019 020	-	-	027 028	-	Almonry (M): A room where gold or other material goods are provided to the poor. Typically a part of a temple, but in the game this could also refer to (for example) a dungeon room where a dragon's (or other powerful monster's) minions receive payment and offer tribute. [R0032]
-	021 022	-	-	029 030	-	Almonry Chamber (S): A small almonry. [R0033]
	023 024			031 032		Almonry Hall (L-H): A large almonry. [R0034]
-	025 026	042 043	028	033 034	040 041 042	Altar Chamber (S): A small room featuring an altar as its centerpiece. [R0035]
-	027 028	044 045	029	035 036	043 044 045	Altar Room (M): A larger altar chamber. The altar may be located in a lower area, reached by a ring of descending steps. [R0036]
-	029 030	046 047	030	037 038	-	Ambry (S-M): A storeroom where food is kept in a preserved state, or in a controlled

						environment. Can also be used to store sacred vessels. [R0037]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	031 032	048 049	031	039	-	Ambry Chamber (T-S): A small, and likely sealed, ambry. [R0038]
-	033 034	-	-	040	046 047 048	Ambitus (M-L, with T-S enclosure): A hallowed room surrounding a smaller inner room; the smaller inner room is a crypt or tomb. [R0039]
-	-	050 051 052	032	041	-	Ambulatory (M): A corridor-like area surrounding an inner room. This can be a surrounding enclosed hallway, a pillared walkway, etc. You should also roll the nature of the interior space (as a separate room location) at this time. [R0040]
-	-	053 054	033	042	-	Amphithalamoi, plural (M-L): A succession of ancient and adjoining (Greek-themed) bedchambers. [R0041]
-	-	055 056	034	043	-	Amphithalamos (S-M): An ancient (Greek-themed) bedchamber. [R0042]
017 018 019	035 036	057 058	035	044	049 050 051	Amphitheater (L-H): A large, tiered hall meant for the observation of ceremonies. [R0043]
-	-	059 060	036	045	-	Anatomical Theater (M-L-H): A room of tiered seating surrounding a central rise or depression where a body is worked on surgically for educational purposes. In the game, this might be a mad archmage's monster laboratory for the training of apprentices, a monster hunter's lecture hall, or a necromancer's theater of undead minion creation. [R0044]
-	037 038	-	-	046 047	052 053 054	Ancestral Chamber (S-M): A room (perhaps funerary in nature) where a specific bloodline is honored with mosaics, paintings, relics, statues, etc. [R0045]

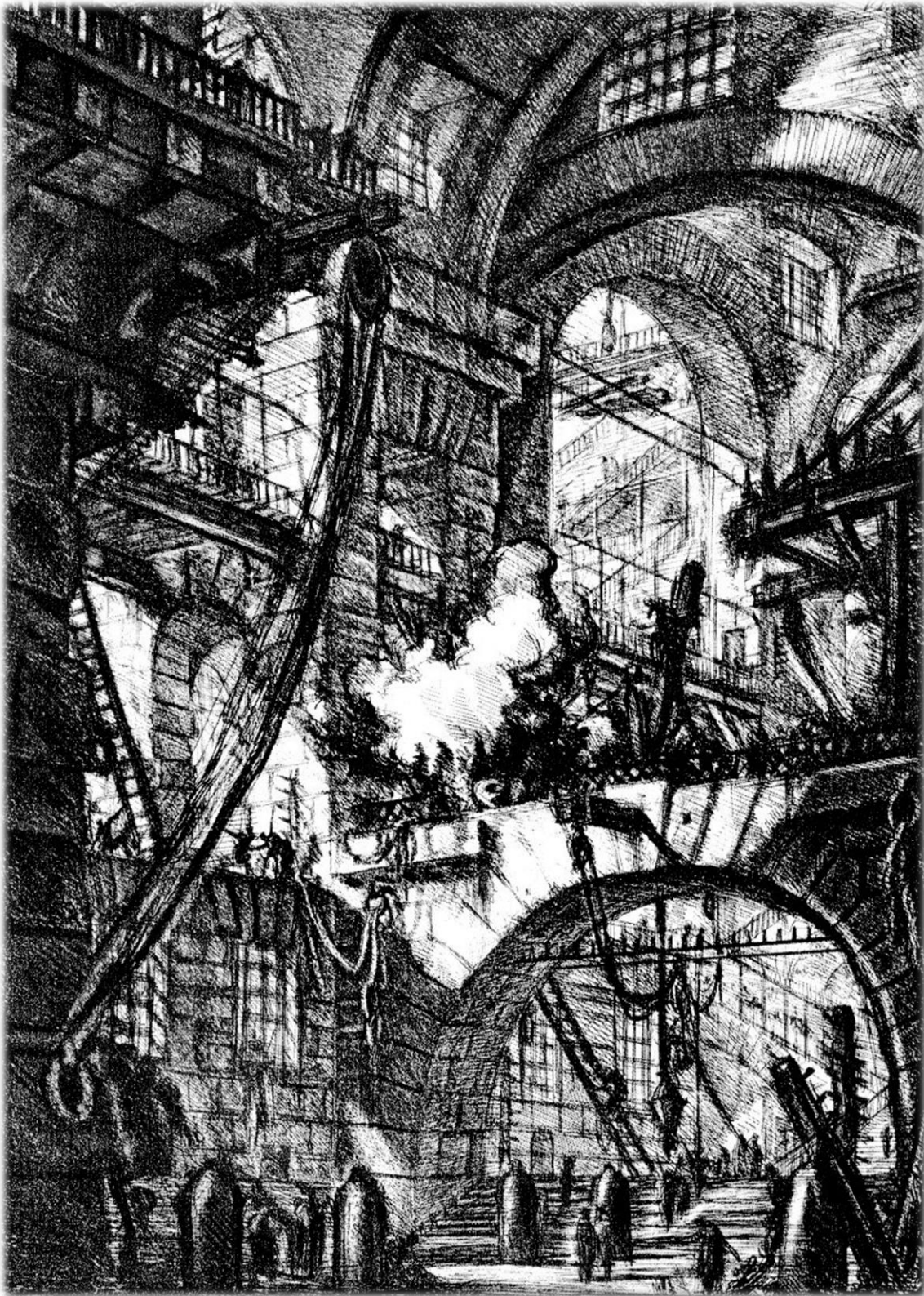
-	039 040	-	-	048 049	055 056 057	Ancestral Hall (L-H): A large ancestral chamber. [R0046]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	037	050 051	-	Anchorage (S): The bedchamber of a low-level priest (anchorite). [R0047]
-	-	-	038	-	058 059 060	Anddyri (S-M-L): A Nordic-themed vestibule. [R0048]
-	041 042	061 062 063	039	052	-	Andron (S-M): A room that provides quarters for men, to the exclusion of women. (Example denizens: priests, apprentices, monks.) [R0049]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	043 044	064 065	040	053 054	061 062 063	Angelic Shrine (S-M): A Shrine which is devoted to a deva, angel of the planetary spheres, or angel of the solar sphere. [R0050]
-	045 046	-	041	055	064 065 066	Annex (T-S-M): Typically a poorly-planned addition to an adjacent chamber. [R0051]
-	047 048	-	042	056	067 068 069	Annex Labyrinth (L-H): A series of poorly-planned, unfinished and interconnected additions, leading off from an established adjacent chamber. [R0052]
-	049 050	-	043	057	070 071 072	Annex Warren (T-S-M): A poorly-planned excavation (abandoned due to imminent collapse?) adjacent to a cave or cavern. [R0053]
-	-	066 067	044	058 059	-	Anointing Chamber (S): A small anointing room. [R0054]
-	-	068 069	045	060 061	-	Anointing Room (M): A room where people (bathers, laborers, guards, healers etc.) clean themselves with oils and unguents. [R0055]
-	-	070 071	046	062	-	Antecabinet (S): An ornate and finely-furnished antechamber. [R0056]
020 021 022 023	-	-	-	-	-	Antecavern (S-M): A relatively small cavern which opens into a much larger cavern. May be carved and ornate. [R0057]
-	051 052	072 073	047 048	063 064	073 074 075	Antechamber (S): A small chamber designed to restrict or control access into the next, larger, and more important room. [R0058]
-	-	-	-	065 066	-	Antechapel (S-M-L): A chamber or room leading into an adjacent chapel. [R0059]
-	053 054	074 075	049 050	067 068	076 077 078	Anteroom (M): A large antechamber; a room serving as the entrance to a larger room, typically a hall. [R0060]
024 025	-	-	-	-	-	Antrum (M): A cave used by people in classical or ancient times. (It might have been merely a

026						dwelling place, or used to hide treasure, or as a place of worship, etc.). There may be unusual markings or artwork here. [R0061]
CS	DU	MH	SH	TE	TO	Room Type and Description
027 028 029	-	-	-	-	-	Antrum Cavern (L-H): A large antrum. [R0062]
-	-	076 077	051	069	-	Apartments (M-L): A set of makeshift, interrelated living areas. In a medieval context, this would mean a room that is split into smaller areas by shoddy improvised walls; for example, a 30'x30' room split into rough 10'x10' cubicles to provide quarters for separate guards, servants, and/or humanoids. See also the quote from <i>The Masque of the Red Death</i> , heading this section, for a potential inspiration. [R0063]
-	-	078 079	052	070	-	Apodyterium (S-M): A disrobing room within or near a balnea, therma, or other bathing area. The bath should either be an adjacent room, or a location/pool within the current room. [R0064]
-	055 056	080 081 082	053	071	-	Apotheca (S-M): A storeroom for consumable valuables (oils, spices, wines, etc.). [R0065]
-	057 058	083 084 085	054	072	-	Apothecarium (S-M): An ancient apothecary. The space has likely been put to other use, but interesting remnants (herbs, spices, perfumes, poisons, potions, etc.) may be hidden here. [R0066]
-	059 060	086 087 088	055	073	-	Apothecary (S-M): The chamber, shop, or work area of an apothecary (an herbal chemist, who may also work with poisons). [R0067]
-	061 062	089 090 091	056 057	074	079 080 081	Apse (S): A small, semi-circular area with a domed ceiling. There will typically be an altar or shrine situated in the curved area. To explorers, this might look like the curved dead

						end to a corridor that splits off to the left and right. [R0068]
CS	DU	MH	SH	TE	TO	Room Type and Description
030 031 032 033	-	-	-	-	-	Apse Cavelet (T-S): A small cave, used as an apse. [R0069]
-	063 064	092 093	058 059	075	082 083 084	Apse Room (M): A room-sized apse; in game terms, probably a room in the shape of a half circle (with one straight wall and one curved wall, and likely two doors or passageways, one at each extremity). [R0070]
-	-	094 095	060	076	-	Aquarium (M-L-H): A room, or series of rooms, devoted to the display and keeping of aquatic creatures or monsters. [R0071]
-	-	096 097	061	077	-	Arboretum (L): A botanical garden devoted to the keeping and study of trees and shrubs. If situated underground, then magical light and water will be present. [R0072]
-	065 066	098 099	062	078 079	-	Archive (M-L-H): A room filled with historical books, tablets, scrolls, etc. [R0073]
-	-	-	-	080 081	085 086 087	Arcosolium (T-S): In a temple or tomb, an arch-ceilinged recess or alcove built to partially enclose a sarcophagus and its side areas. In game terms, a perfect lair for the undead. [R0074]
-	067 068	-	063 064	-	-	Arena (M-L-H): A room (or even an amphitheater) where gladiatorial combatants fight to the death. [R0075]
034 035 036	-	-	-	-	-	Arena Cave (M-L): A small arena cavern. [R0076]
037 038 039	-	-	-	-	-	Arena Cavern (H): A large naturally-shaped arena, used as a place of challenge by a tribe. Or, a similar place where prisoners are forced to fight to the death. [R0077]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	100 101 102	065 066	082	-	Armorial Chamber (M): A small armorial hall. [R0078]
-	-	103 104	067 068	083	-	Armorial Hall (L-H): A place where heraldic banners, pennants, statues, etc. are displayed. [R0079]
-	069 070	105 106	069 070	084	-	Armory (M): A storeroom filled with armor and shields. Likely to be locked and/or guarded. [R0080]
-	071 072	-	071 072	085	-	Armory and Forge (L-H): A place where metal armor is crafted; named as such (my own term) to differentiate it from an armory, where armor is stored. [R0081]
-	073 074	107 108	073 074	086	-	Armory Chamber (S): A small armory. [R0082]
-	-	-	075	087	-	Arryt (L-H): An Egyptian-themed hall of judgment. [R0083]
-	075 076	109 110	076 077	088	-	Arsenal (L-H): A storeroom filled with weapons, perhaps including siege defenses (oil for boiling, prods for pushing off ladders, etc.). Likely to be locked and/or guarded. [R0084]
-	077 078	111 112	078 079	089	-	Arsenal Chamber (S-M): A small arsenal. [R0085]
-	079 080	-	080 081	090	-	Arsenal and Forge (L-H): A place where metal weapons are crafted; named as such (my own term) to differentiate it from an Arsenal, where weapons are stored. [R0086]
-	-	113 114 115	082	091	-	Art Gallery (M-L-H): A gallery where various forms of art (drawings, paintings, sculpture, etc.) are displayed side by side. Typically a thematic collection belonging to someone powerful. [R0087]
-	-	116 117	083	092	-	Artisan's Chamber (S-M): The shop, work area, or quarters of an artisan (a worker who

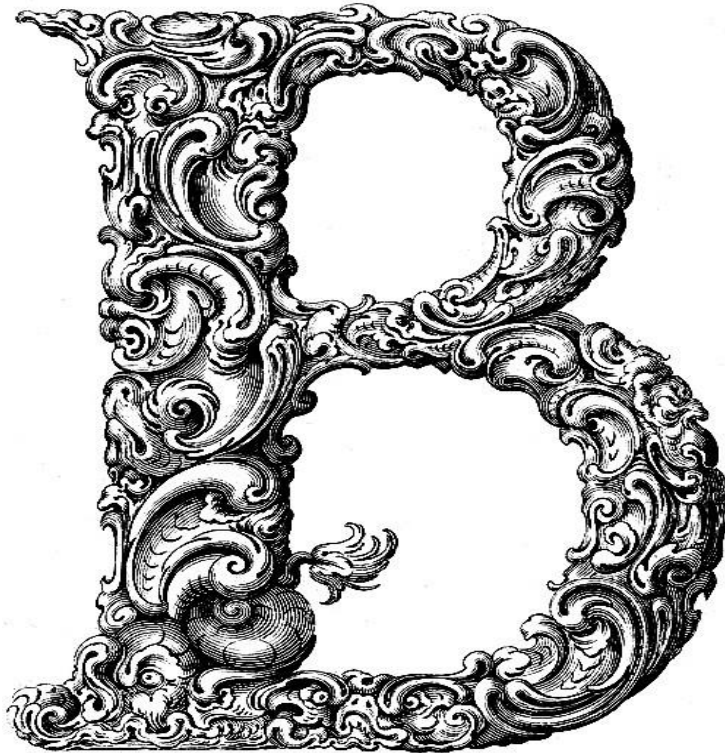
						creates fine physical objects of some kind). [R0088]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	118 119	084	093	-	Artisan's Room (M-L): A slightly larger artisan's chamber. [R0089]
040 041 042 043	081 082	-	-	-	088 089 090	Ash Pit (S-M): A pit filled with ashes, and possibly bone chips as well (from cremated victims). [R0090]
044 045 046	083	-	-	-	091 092 093	Ashen Abyss (L-H): A large ash pit, or a series of ash pits. [R0091]
-	084	-	085	094	-	Aslukku (S-M): An Akkadian- or Babylonian-themed storeroom. [R0092]
-	-	-	-	095 096	-	Assemblage (M-L-H): A room where priests and/or worshippers gather in preparation for a ceremony. [R0093]
-	-	120 121	086 087	097 098	-	Assembly Chamber (S-M): A small assembly hall. [R0094]
-	-	122 123	088 089	099 100	-	Assembly Hall (L-H): In use, another name for a function hall. Technically, may infer that the functions held here will presage another event (for example, an assembly hall for announcements, wagers and greetings, before guests are seated in an arena to observe a gladiatorial battle). [R0095]
-	-	-	-	101 102	-	Asylum (S-M-L): A sanctuary of mercy, where it is forbidden to strike down anyone (regardless of alignment) who honors the appropriate god / goddess and begs for divine protection. In game terms, this is probably an area in an active temple; but if discovered in a dungeon, the place is probably desecrated and no longer powerful, but may well be cursed and/or haunted. [R0096]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	085	-	-	103	-	At Iwf (M-L): An Egyptian-themed ceremonial abattoir. [R0097]
-	-	124 125	090	-	-	Atelier (S-M): An artisan's chamber where apprentices and/or workmen work on the fine arts: drawings, paintings, sculpture, etc. [R0098]
-	-	-	091	104	-	Atrium (L-H): A large, roofed, open space within a larger building or enclosure. A sacred courtyard. There may be a pool, fountain, etc. If discovered underground, the light (and

						plants and/or fungi, if they are present) will be magical. [R0099]
CS	DU	MH	SH	TE	TO	Room Type and Description
047 048 049 050	-	-	-	-	-	Atrium Cave (M-L): A magical subterranean atrium. [R0100]
051 052 053 054	-	-	-	-	-	Atrium Cavern (H): A large atrium cave. [R0101]
-	-	-	092	105	-	Atrium Chamber (S-M): A small atrium. [R0102]
-	-	126 127	-	-	-	Attic Space (S): A small Attic. [R0103]
-	-	128 129	-	-	-	Attic (M-L): A low-ceilinged, or slant-ceilinged, area at the top of a house or mansion, immediately below the roof. Typically intended for storage, but see also garret. If this roll is not appropriate to the current elevation, a result of storeroom is suggested instead. [R0104]
055 056 057	-	-	-	-	-	Audience Cavern (L-H): A large, natural cavern which is used as an audience hall. [R0105]
-	-	130 131 132	093 094	106	-	Audience Chamber (S): A small audience room; a small area where a noble, ruler, leader, etc. addresses followers and guests. [R0106]
-	-	133 134	095 096	107	-	Audience Hall (L-H): A large area where a noble, ruler, leader, etc. addresses followers and guests; a place where visitors are formally received by the stronghold's ruler. The hall is likely to have columns, pillars, sculptures, tapestries, etc. [R0107]
-	-	135 136	097 098	108	-	Audience Room (M): A medium-sized Audience Hall. [R0108]

		137				
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	099 100	109	-	Auditorium (H): A very large audience hall. [R0109]
058 059 060	-	-	-	-	-	Augury Cave (S-M): A natural cave used as an augury chamber. [R0110]
-	086 087	138 139 140	101	110 111	-	Augury Chamber (S): A room where priests observe the flight of birds, small flying monsters, etc. to interpret the will of the gods. (This is the specific definition of augury; more broadly, this could be a divination chamber.) [R0111]
-	088 089	141 142 143	102	112 113	-	Augury Room (M): A somewhat larger augury chamber. [R0112]
-	-	-	103 104	114	-	Aula Regia (H): An ancient great hall. [R0113]
-	-	144 145	105 106	115	-	Aula (M-L): An ancient hall. [R0114]
061 062 063	-	-	-	-	-	Auxiliary Cave (S-M): A natural cave used as an auxiliary room. [R0115]
-	091 091	146 147	107 108	116	-	Auxiliary Chamber (T-S): A small auxiliary room. [R0116]
-	092 093	148 149	109 110	117	-	Auxiliary Room (M): A reserve room intended for either future use, or emergency use by a sheltering person. [R0117]
-	-	-	111	118	-	Axnwty (S-M-L): An Egyptian-themed audience chamber. [R0118]



IS FOR BARROW

... The son of Weohstan, after these words had been spoken, obeyed the behest of his lord, who was sick of his wounds, and carried the ring-net and the coat of mail adorned, under the roof of the **barrow**.

And as Wiglaf, exulting in victory, came by the seat, he saw many gems shining and shaped like the sun and gleaming gold all lying on the ground, and wondrous decorations on the wall, and he saw too the den of the dragon, the ancient twilight-flier, and flagons standing there and vessels of men of days long gone by, no longer polished but shorn of adornment. And there also was many a helmet, ancient and rusty, and many arm-rings cunningly twisted.

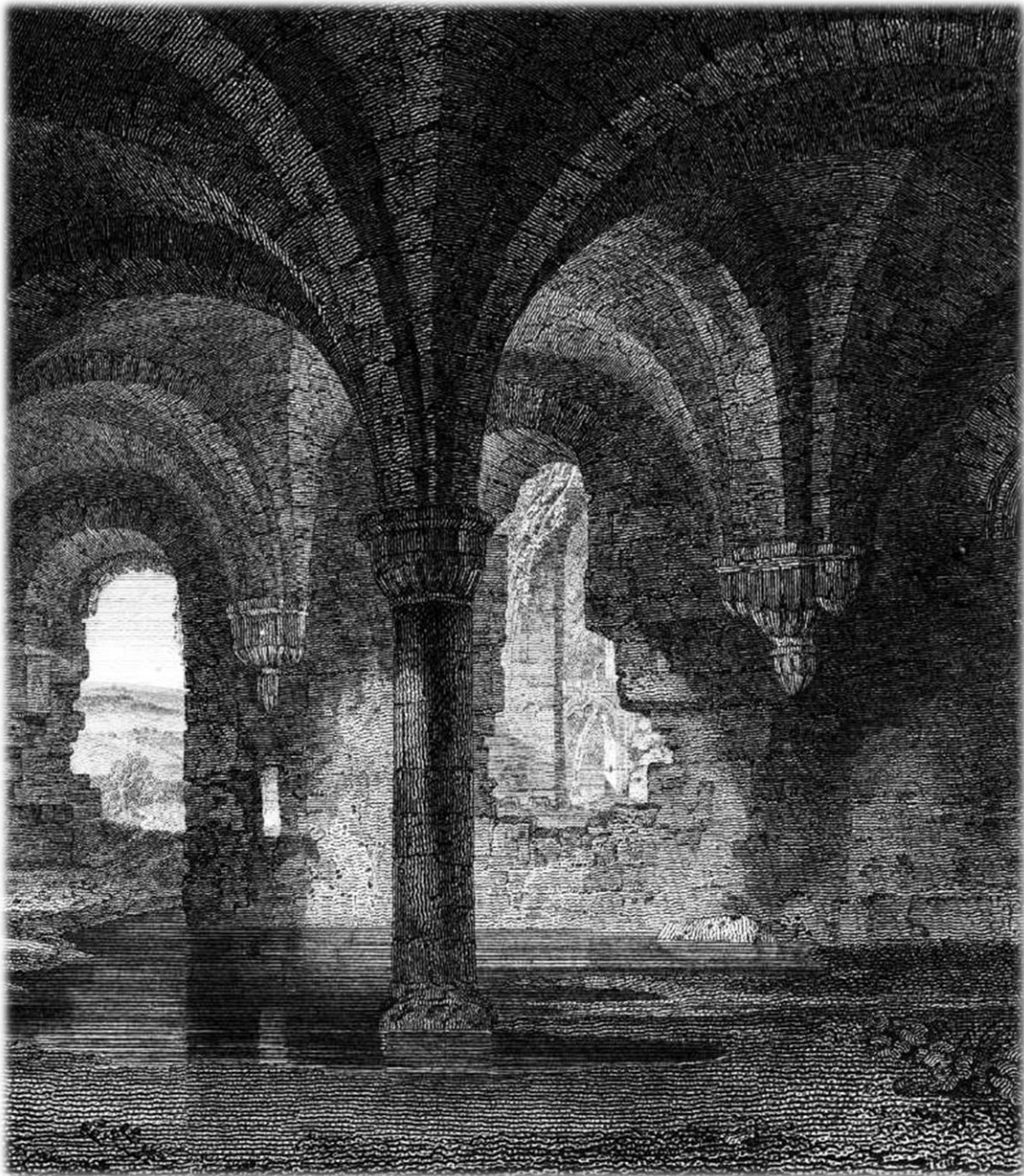
...

The possession of treasure and of gold on the earth may easily make proud all of mankind, let him hide it who will. Likewise he saw the all-gilded banner lying high over the hoard, that greatest of wondrous handiwork and all woven by the skill of human hands. And therefrom went forth a ray of light, so that he could see the floor of the cave, and look carefully at the jewels. And there was no sign of the dragon ...

— *Beowulf*, Anonymous, as retold by Ernest J. B. Kirtlan

B is for Barrow						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	094 095	-	112 113	-	-	Bailey (M-L-H): An inner courtyard built for defense (i.e., a place to trap invaders and rain arrows down). In dungeon terms, this could be a subterranean approach chamber with arrow slits, where guards in the next room could fire arrows at invaders. [R0119]
-	-	150 151	114	-	-	Bakery (S-M): A room where breads are baked. Almost certainly contains a fireplace and/or firepit. [R0120]
-	-	152 153 154	-	-	-	Ballroom (L-H): A large festival hall where dances and masquerades are held. [R0121]
-	-	155 156	115	119	-	Balnea (S-M): A small therma. [R0122]
-	-	157 158	116	120	-	Balnearium (S-M): A small calidarium or washroom. [R0123]
-	-	159 160	117 118	-	-	Banquet Hall (L-H): A large feast hall intended to host celebratory events and feasts. [R0124]
-	-	161 162	119 120	-	-	Banquet Room (M): A small and more intimate banquet hall. [R0125]
-	-	-	-	121	094 095 096	Barag (S-M): A Sumerian-themed sanctum. [R0126]
-	096 097	-	121 122	-	-	Barbican (L): A fortified gatehouse. In dungeon terms, this could be a subterranean chamber where a guarded portcullis blocks access to the next room. [R0127]

-	098 099	-	123 124	122	-	Barracks (M-L): A place where troops (frequently demi-humans, normal men, or humanoids) are quartered. [R0128]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	100 101	-	125 126	123	-	Barracks Hall (H): A very large barracks, possibly with its own guard stations. [R0129]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	102 103	-	-	-	097 098 099	Barrow (S-M): A tomb created by packed earth being piled over the crypt. Barrows are surface structures, but in a dungeon this could refer to a tomb chamber beneath a hill (regardless of depth), or tombs that were once on the surface and then the shallower dungeon regions were built up over time. [R0130]
-	104 105	-	-	-	100 101 102	Barrow Crypt (S-M-L): Technically speaking, a subterranean crypt which is situated beneath a surface barrow. More broadly, a subterranean barrow-like tomb. [R0131]
064 065 066	-	-	-	-	-	Basalt Cave (S-M): A cave with basalt stone walls (ancient cooled lava). [R0132]
067 068 069	-	-	-	-	-	Basalt Cavern (L-H): A large basalt cave. [R0133]
-	-	163 164 165	127	-	-	Basement (M-L): An underground room typically used for storage and utilities (such as coal). [R0134]
-	-	166 167	128	-	-	Basement Space (S): A small basement. [R0135]
-	-	-	-	124 125	-	Basilica (L-H): A hall of judgment within a temple. [R0136]
-	106 107	-	129 130	-	-	Bastion (M-L): A tower or room which juts out from the stronghold wall(s), allowing missile fire from another direction. In an underground stronghold, this may be a room with oddly-shaped walls where guards can fire missiles through arrow slits etc. [R0137]
-	-	168 169	131	126	-	Bath (S-M-L): A room with one or more artificial pools constructed for bathing. In more technical terms, a calidarium, frigidarium, or tepidarium. [R0138]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	170 171	132	-	-	Bathhouse (M-L): A structure that houses a bath. In a subterranean context, this could mean a bath chamber that is enclosed within a larger room; for example, a large hall with an archwayed or enclosed pool structure in the middle. [R0139]
-	-	172 173	133	127	-	Bathroom / Bath Room (S-M): In the game, a modern bathroom-with-toilet will not exist; but this term may be used (for example) a small room that combines the functions of a calidarium and a washroom. See also garderobe. [R0140]
-	108 109	-	134 135	-	-	Bawm (S-M-L): A well-fortified medieval room or enclosure. It may have locking interior doors, or dropping cages, or barred windows where archers can fire, etc. [R0141]
-	110 111	174 175	136 137	128	-	Bay (T-S): A small semi-circular space off of a larger hall or corridor. The space might be used for a statue, weapon rack, window, small table, etc. [R0142]
-	112 113	176 177	138 139	129	-	Bay Succession (M-L): A long series of bays, for example flanking both sides of a long hall or corridor. [R0143]
-	114 115	-	-	-	103 104 105	Beast Crypt (T-S-M): A crypt where animal remains have been interred. [R0144]
-	116 117	-	140 141	-	-	Beast Pit (S-M): A pit occupied by imprisoned beasts (or at least a beast's corpse). [R0145]

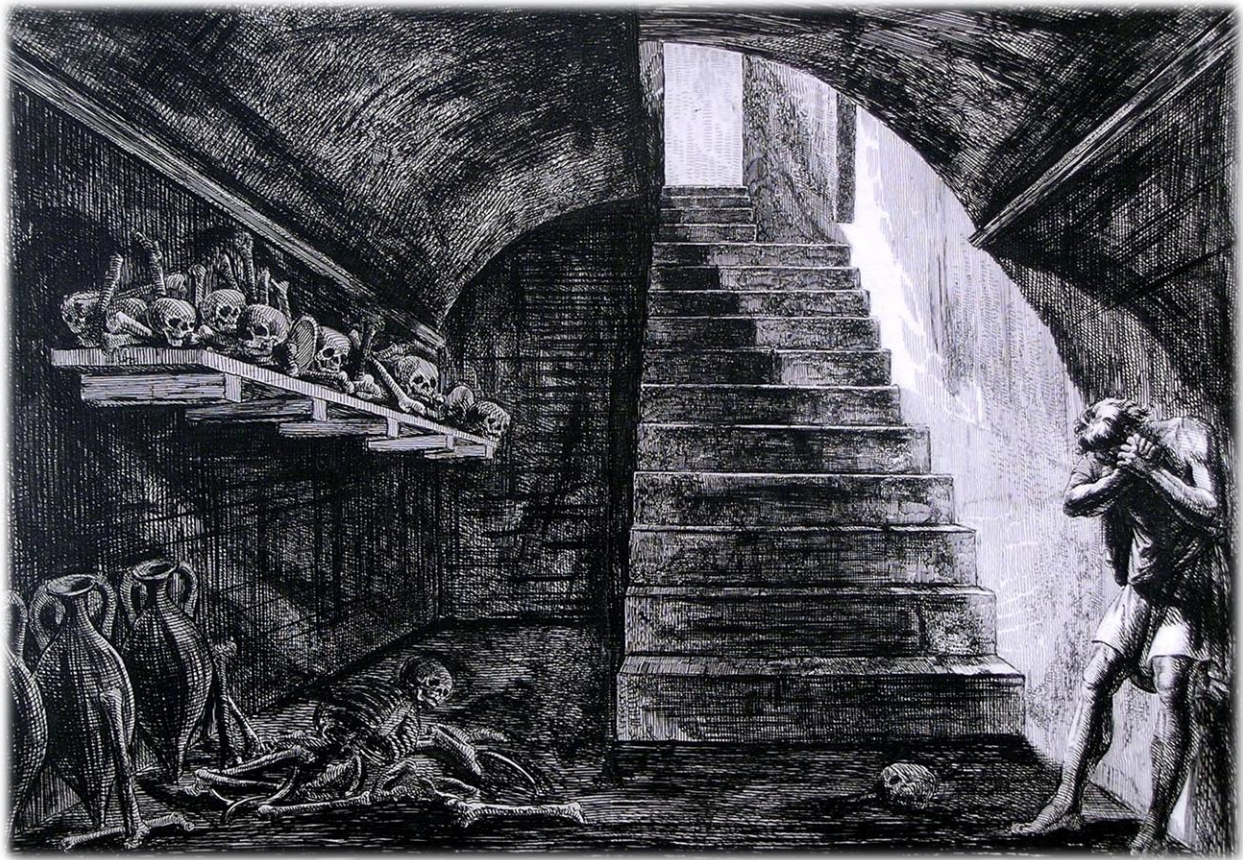


CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	178 179	141 143	130	-	Bedchamber (S): A small bedroom, typically intended for one person. If plural, the rooms are adjoining and are used by people of similar station. [R0146]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	180 181	144 145	131	-	Bedroom (S-M): Accommodations for one or two people, including a bed, table, chair, etc. [R0147]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	146	132	-	Belfry (M-L): A bell tower or bell chamber, typically used to mark the hours for holy days, ceremonies, etc. See also echo chamber. [R0148]
-	-	-	147	133	-	Bell Tower (M-L-H): A tower (typically attached to a church, temple, or stronghold barracks) where loud bells are housed near the summit. [R0149]
-	-	-	-	134 135	-	Bema (M-L): A raised sanctuary, up a ramp or a flight of stairs. The bema may be a sub-room within another room. [R0150]
-	118 119	-	-	-	106 107 108	Biaw (L-H): An Egyptian-themed mine or mine shaft. [R0151]
-	-	-	148 149	-	-	Bleeding Chamber (S): A small bleeding room. [R0152]
-	-	-	150 151	-	-	Bleeding Room (M): A room devoted to bloodletting and healing operations. [R0153]
070 071 072	-	-	-	-	-	Blocked Cave (S-M, but with accessible area T): A small blocked cavern. [R0154]
073 074 075	-	-	-	-	-	Blocked Cavern (L-H, but with accessible area S-M): Either blocked off by a cave-in, or walled up to prevent something horrible from escaping. [R0155]
-	-	182 183	152	-	-	Bodega (S): A small wine vault. [R0156]
-	120 121	-	-	-	109 110 111	Bone House (L-H): A large secure room lined by, or containing, multiple ossuaries. [R0157]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	122 123	-	-	-	112 113 114	Bone Pit (S-M): A pit filled with bones and skulls. [R0158]
076 077 078	-	-	-	-	-	Bone-Filled Cave (S-M): A small bone-filled cavern (below). [R0159]
079 080 081	-	-	-	-	-	Bone-Filled Cavern (L-H): The lair of a predator, a sacrificial pit, a graveyard, etc. Filled with gnawed and/or crushed bones and skulls. [R0160]
-	-	184 185 186	153 154	136	-	Boudoir (S-M): The private sitting room of a noble. [R0161]

082	-	-	-	-	-	Boulder Cave (S-M): A cave filled with boulders; or, a cave where one or more entrances have been blocked by boulders. [R0162]
083						
084						
CS	DU	MH	SH	TE	TO	Room Type and Description
085	-	-	-	-	-	Boulder Cavern (L-H): A large boulder cave. [R0163]
086						
087						
-	-	-	155	137	-	Bouleuterion (L-H): An ancient (Greek-themed) assembly hall. [R0164]
-	124 125	-	156	-	-	Bourse (S-M-L): A room or enclosure which serves as a merchants' exchange. In game terms, this may mean a place where humanoids bring their bounty to their leaders and receive payment, a place where guards and incoming troops exchange goods, etc. [R0165]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	187 188 189	157	138	-	Bower (S): A medieval bedchamber that serves as the residence of a single woman (not a man). [R0166]
-	126 127	190 191 192	158	-	-	Breezeway (M-L): An arched bridge connecting a tower to a stronghold or manor house. Could also exist in a large subterranean setting, with deadly drops to either side. [R0167]
-	-	193 194 195	159	-	-	Brewery (M-L-H): A room or outbuilding where alcoholic (and/or alchemical) beverages are made. [R0168]
-	128 129	-	-	-	115 116 117	Burial Chamber (T-S): A small burial room. [R0169]
-	130 131	-	-	-	118 119 120	Burial Room (M): A room where one or more persons are buried. The room may appear empty, with coffins below the stonework floor; or may have sarcophagi in the center; or may have alcoves around the walls where remains are kept. [R0170]
-	132 133	-	-	-	121 122 123	Burial Vault (L-H): A large, and typically locked or sealed, burial room. The ceiling may be vaulted. [R0171]
-	-	-	-	-	124 125 126	Buried Longship (L-H): Mariner cultures may actually honor their fallen heroes or nobles by burying them in a ship beneath the earth. (Inspired by the Nydam Bog ship and similar Viking burials.) [R0172]



CS	DU	MH	SH	TE	TO	Room Type and Description
088 089 090	134 135	-	-	-	-	Burrow (T-S): A tunnel and/or makeshift den created by a burrowing monster or beast. [R0173]
091 092 093	136 137	-	-	-	-	Burrow Maze (H): A very large, and labyrinthine, succession of adjoining burrows. [R0174]
094 095 096	138 139	-	-	-	-	Burrow Warren (L): A large succession of adjoining burrows. [R0175]
-	-	-	-	139 140	-	Bursary (M-L): A treasure vault within a temple or university. In fantasy terms, this could also be the treasure vault of a scholomance (school of magic). [R0176]
-	140 141	-	-	141	127 128 129	Buru (S-M): An Akkadian- or Babylonian-themed well room. [R0177]
-	-	196 197	160	-	-	Buttery (S-M): A room where barrels of wine and/or spirits are stored. (No, it has nothing to do with butter; see dairy chamber.) Additionally, this would be an ideal location to have an alchemical bent. A buttery in a magical medieval setting might well be filled with bulk potion ingredients, steeping or aging potion ingredients, experimental potions, or magical liqueurs. Bulk ingredients would be in sealed barrels, distilling mixtures would be in smaller clay or ceramic jugs, and potions would be in crystal bottles or vials along the shelves. [R0178]



IS FOR CRYPT

We passed through a range of low arches, descended, passed on, and descending again, arrived at a deep **crypt**, in which the foulness of the air caused our flambeaux rather to glow than flame.

At the most remote end of the crypt there appeared another less spacious. Its walls had been lined with human remains, piled to the vault overhead, in the fashion of the great catacombs of Paris. Three sides of this interior crypt were still ornamented in this manner. From the fourth side the bones had been thrown down, and lay promiscuously upon the earth, forming at one point a mound of some size.

Within the wall thus exposed by the displacing of the bones, we perceived a still interior crypt or recess, in depth about four feet, in width three, in height six or seven. It seemed to have been constructed for no especial use within itself, but formed merely the interval between two of the colossal supports of the roof of the catacombs, and was backed by one of their circumscribing walls of solid granite.

It was in vain that Fortunato, uplifting his dull torch, endeavoured to pry into the depths of the recess. Its termination the feeble light did not enable us to see.

“Proceed,” I said; “herein is the Amontillado ...”

— *The Cask of Amontillado*, by Edgar Allan Poe

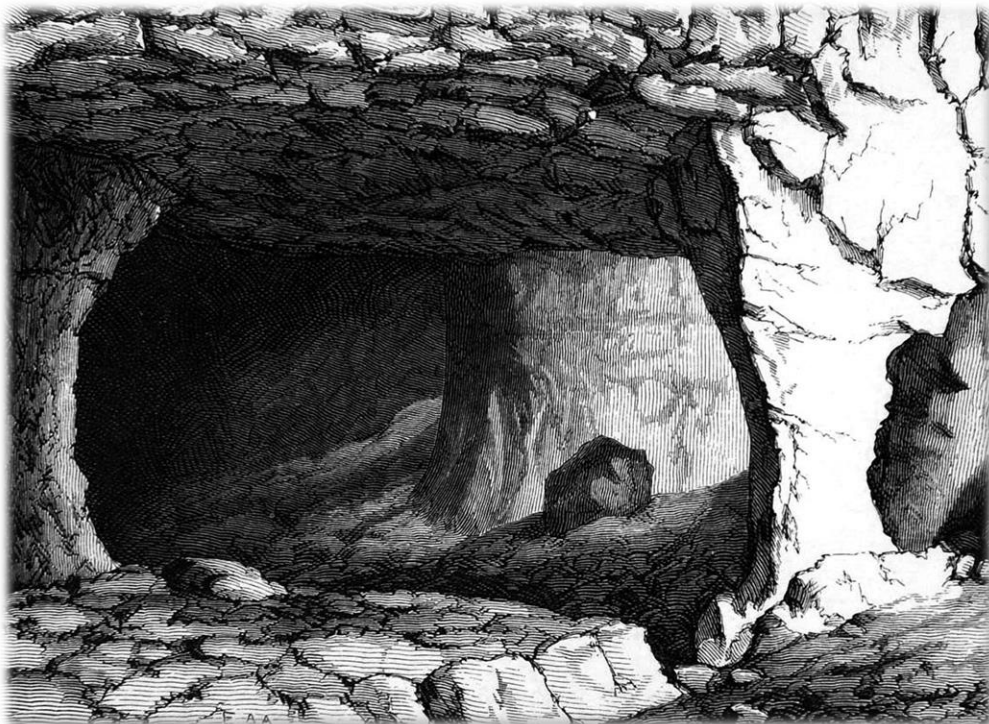
C is for Crypt						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	198 199	161	142 143	-	Cabinet (S): Not a piece of furniture in this instance, but rather a small retreat or study. [R0179]
-	142 143	-	162 163	-	-	Cache Chamber (S): A secure room where crucial supplies are kept. Typically used to provide emergency food and/or supplies when the stronghold is besieged. [R0180]
-	144 145	-	164 165	-	-	Cache Room (M-L): A large cache chamber. [R0181]
-	146 147	-	166 167	-	-	Cage (T-S-M): A room with barred walls, typically surrounded by a corridor for use by observers / interrogators / torturers. [R0182]
-	148 149	-	-	-	-	Cage Matrix (L-H): A very large room filled with cages, which are separated from one another by “walls” of metal bars. There may be space for different types of creatures, such as a large monster and a separate area for humanoids etc. [R0183]
-	-	-	-	144 145	-	Caged Chantry (S-M-L): A chantry which is screened by filigree (pieces of solid, yet decorative, metal which can be seen through but not passed through). [R0184]
-	-	-	-	146 147	-	Caged Chapel (S-M-L): A Chapel which is screened by filigree (pieces of solid, yet decorative, metal which can be seen through but not passed through). [R0185]
-	150	200 201	168	148 149	-	Calefactorium (S-M-L): An ancient calefactory. [R0186]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	151 152	202 203	169	150 151	-	Calefactory (S-M-L): A warming room, intended to warm denizens who have cold quarters (monks, guards, soldiers, etc.); will include one or more fireplaces or firepits. [R0187]
-	-	204 205	170	152 153	-	Calidarium (S-M-L): A room with a hot-water Roman bath. Likely heated from below by a Hypocaust Chamber. [R0188]
-	-	-	171	154 155	-	Camba (S-M): A kitchen-like (ancient?) room for brewing and baking. [R0189]
-	153 154	-	172 173	-	-	Carcer (M-L-H): A rough-and-tumble prison (perhaps run unjustly by humanoids, bandits, etc.). [R0190]
-	-	206 207 208	174	-	-	Cartographers' Hall (L-H): A large map room. [R0191]
-	-	-	-	156 157	-	Cascade Hall (L-H): A hall with a holy font or running water. In game terms, this could be any large room with fountain(s) and/or pool(s). [R0192]
-	155	209 210	175	158 159	-	Cascade Room (S-M-L): A large room or hall featuring a large, artificially-constructed waterfall. Why? That's for you to figure out. [R0193]
-	156 157	-	176 177	-	-	Casemate (S-M): A protected chamber hollowed out of an existing wall. More generally, a heavily-protected vaulted chamber. [R0194]
-	158 159	-	-	160 161	130 131 132	Catacomb (T-S): A small burial chamber that is surrounded by labyrinthine passages and corridors. (A singular "Catacomb" is probably a room, while the plural "Catacombs" likely refers to the entire region of crypts and passageways; see below.) [R0195]

-	160 161	-	-	162 163	133 134 135	Catacombs, plural (M-L-H): A series of interconnected catacomb chambers. [R0196]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	162 163	-	-	164 165	136 137 138	Catacumba (T-S): An ancient catacomb. [R0197]
-	164 165	-	-	166 167	139 140 141	Catacumbae, plural (M-L-H): An ancient series of catacombs. [R0198]
-	-	-	178	168 169	-	Cavaedium (L-H): An ancient atrium. [R0199]
097 098 099	-	-	-	-	-	Cave (S-M): Any natural subterranean hollow in earth or stone. According to your preference, this could be a featureless cave (the basic name implies there is not much there), or a nonesuch cave with some amazing and strange thing you need to devise (a magical effect, a strange form of stone, a monster lair, etc.) [R0200]



CS	DU	MH	SH	TE	TO	Room Type and Description
100 101 102	-	-	-	-	-	Cave of Ancestors (S-M): A cave where ancestral remains are honored. The remains may be garbed or covered in talismans, the skulls may be wearing masks, etc. Likely considered a sacred place by the descendants (tribesmen, underworld demi-humans, shamanistic humanoids, etc.) [R0201]
103 104 105	-	-	-	-	-	Cave of Ashes (S-M): A cave filled either with burned wood or cremated remains. [R0202]
106 107 108	-	-	-	-	-	Cave of Bones (S-M): A cave filled with bones and skulls. Differentiated from a cave of ancestors (above) in that there is no religious or ceremonial aspect to the storage of the remains. Therefore, this might be a predator's lair, the deposit of a trap, a subterranean battleground, etc. [R0203]



CS	DU	MH	SH	TE	TO	Room Type and Description
109 110 111	-	-	-	-	-	Cave of Columns (S-M): A cave with natural columns, which are pillars of stone reaching from floor to ceiling (as opposed to stalactites and stalagmites, which do not touch both surfaces). [R0204]
112 113 114	-	-	-	-	-	Cave of Echoes (S-M): A cave with strong (natural) echo chamber qualities. [R0205]
115 116 117	-	-	-	-	-	Cave of Husks (S-M): A cave filled with molted remains (from growing arachnids, insects, snakes, etc.), or with the husks or desiccated victims. [R0206]
118 119 120	-	-	-	-	-	Cave of Meetings (S-M): A cave where multiple tribes / factions regard one another under truce so that negotiations can take place. [R0207]
121 122 123	-	-	-	-	-	Cave of Paintings (S-M): A cave covered with ancient paintings and pictograms (of hunting, warfare, exploration, worship, etc.); not necessarily manmade. [R0208]
124 125 126	-	-	-	-	-	Cave of Pools (S-M): A wet, dripping cave with several pools of mineral water. [R0209]
127 128 129	-	-	-	-	-	Cave of Residual Magic, Elemental Air (S-M-L): A cave which still retains essence from the creation of the world. Air and wind spells will be enhanced here, and earth and darkness spells will be nullified. [R0210]
130 131 132	-	-	-	-	-	Cave of Residual Magic, Elemental Earth (S-M-L): A cave which still retains essence from the creation of the world. Earth and darkness spells will be enhanced here, and air and wind spells will be nullified. [R0211]

133 134 135	-	-	-	-	-	Cave of Residual Magic, Elemental Fire (S-M-L): A cave which still retains essence from the creation of the world. Fire and destructive spells will be enhanced here, and water and healing spells will be nullified. [R0212]
CS	DU	MH	SH	TE	TO	Room Type and Description
136 137 138	-	-	-	-	-	Cave of Residual Magic, Elemental Water (S-M-L): A cave which still retains essence from the creation of the world. Water and healing spells will be enhanced here, and fire and destructive spells will be nullified. [R0213]
139 140 141	-	-	-	-	-	Cave of Skulls (S-M): A cave where decapitated skulls have deliberately been placed (on stakes, in niches, in a huge pile, etc.) as a grim warning to intruders. [R0214]
142 143 144	-	-	-	-	-	Cave of Slaughter (S-M): A slaughterhouse cave, where enemies, beasts, or monsters are slain (for food, for sport, or as a warning, etc.). [R0215]
145 146 147	-	-	-	-	-	Cave of Stalactites (S-M): A cave with many stalactites (fingers of stone descending from the ceiling). Likely to be the lair of flying or ceiling-crawling monsters. [R0216]
148 149 150	-	-	-	-	-	Cave of Stalagmites (S-M): A cave with many stalactites (fingers of stone ascending from the floor). Likely to be the lair of climbing or camouflaged monsters. [R0217]
151 152 153 154	-	-	-	-	-	Cave of the Dead (S-M): A naturally-shaped burial chamber. Differentiated from a cave of ancestors, because it probably only has one or two prepared burials. [R0218]
155 156 157	-	-	-	-	-	Cave of Unmined Gemstones (S-M): A cave where one or more types of gemstones can be seen in the walls, ready for mining. There may be a good reason (curse, evil spirits, guardians, threat of collapse, etc.) which the cave has not been mined. [R0219]

CS	DU	MH	SH	TE	TO	Room Type and Description
158 159 160	-	-	-	-	-	Cave of Unmined Metals, Adamantite (S-M): A cave with untapped adamantite deposits and/or veins. [R0220]
161 162 163	-	-	-	-	-	Cave of Unmined Metals, Copper (S-M): A cave with untapped copper deposits and/or veins. [R0221]
164 165 166	-	-	-	-	-	Cave of Unmined Metals, Electrum (Gold and Silver) (S-M): A cave with untapped electrum deposits and/or veins. [R0222]
167 168 169	-	-	-	-	-	Cave of Unmined Metals, Gold (S-M): A cave with untapped gold deposits and/or veins. [R0223]
170 171 172	-	-	-	-	-	Cave of Unmined Metals, Iron (S-M): A cave with untapped iron deposits and/or veins. [R0224]
173 174 175	-	-	-	-	-	Cave of Unmined Metals, Lead (S-M): A cave with untapped lead deposits and/or veins. While the metal is largely worthless to adventurers, it is used by humans, demi-humans and humanoids for plumbing, construction, ceramics, cosmetics, decoration, etc. [R0225]
176 177 178 179	-	-	-	-	-	Cave of Unmined Metals, Mithril (S-M): A cave with untapped mithril deposits and/or veins. [R0226]
180 181 182	-	-	-	-	-	Cave of Unmined Metals, Platinum (S-M): A cave with untapped platinum deposits and/or veins. [R0227]
183 184 185	-	-	-	-	-	Cave of Unmined Metals, Silver (S-M): A cave with untapped silver deposits and/or veins. [R0228]
186 187 188	-	-	-	-	-	Cave of Unmined Metals, Tin (S-M): A cave with untapped tin deposits and/or veins. While the metal is largely worthless to adventurers, it

						is used by humans, demi-humans, and humanoids for alloying and metalworking. It is needed for bronze working, and is highly coveted by deprived primitive cultures. [R0229]
CS	DU	MH	SH	TE	TO	Room Type and Description
189 190 191	-	-	-	-	-	Cave of Unmined Metals, Various (S-M): A cave with untapped deposits and/or veins of cobalt, mercury, nickel, zinc, etc. In the game, these more arcane metals are prized by underworld demi-humans, dwarves, gnomes, kobolds, mages, and alchemists. Some may also be useful as material spell components. [R0230]
192 193 194	-	-	-	-	-	Cave Temple (S-M): A natural subterranean area being used as a temple. [R0231]
-	166 167	-	179 180	-	142 143 144	Cavea (M-L): A secured room, such as below an arena, where deadly beasts or monsters are held for a surprising release. In a dungeon, this might be a type of guarded room where guardian beasts can charge out (to the limit of their chains, etc.). [R0232]
195 196 197	-	-	-	-	-	Cavelet (T-S): A small cave. In game terms, probably no larger than 10'x20'. You can roll for features if you like, but it is probably too small to hold anything of considerable interest. [R0233]
198 199 200	-	-	-	-	-	Cavern (L-H): A large cave. According to your preference, this could be a featureless cavern (the basic name implies there is not much there), or a nonesuch cavern with some amazing and strange thing you need to devise (a magical effect, a strange form of stone, a monster lair, etc.) [R0234]
201 202 203	-	-	-	-	-	Cavern of Ancestral Memory (L-H): A large cave of ancestors. [R0235]

CS	DU	MH	SH	TE	TO	Room Type and Description
204 205 206	-	-	-	-	-	Cavern of Ashes (L-H): A large cave of ashes, as above. Alternately, this could a cavern filled with heated volcanic ash. [R0236]
207 208 209	-	-	-	-	-	Cavern of Bones (L-H): A large cave of bones. [R0237]
210 211 212	-	-	-	-	-	Cavern of Columns (L-H): A large cave of columns. [R0238]
213 214 215	-	-	-	-	-	Cavern of Echoes (L-H): A large cave of echoes. [R0239]
216 217 218 219	-	-	-	-	-	Cavern of the Gatherings (L-H): A large cave of meetings. [R0240]
220 221 222	-	-	-	-	-	Cavern of Husks (L-H): A large cave of husks. Very likely, a nightmarish lair of some kind. [R0241]
223 224 225 226	-	-	-	-	-	Cavern of Slaughter (L-H): A large cave of slaughter. This may be some form of ceremonial battleground, or an eternally-contested region. [R0242]
227 228 229	-	-	-	-	-	Cavern Temple (L-H): A naturally-shaped sacred place of worship. There is latent and primal planar power here which attracts a specific race of protectors. A chaotic good cavern temple might be crystalline and defended by cave elves, while a lawful evil cavern temple might have magma and be protected by hobgoblins. [R0243]
230 231 232	-	-	-	-	-	Cavity (T-S-M-L): A soft-walled cave or hollow; or, a cave which has been suddenly corroded and hollowed out (such as due to trickling or pooling acid). [R0244]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	211 212	-	170 171	-	Celestial Hall (L-H): A hall either open to the sky, or decorated with sky-like patterns, in honor of the gods. [R0255]
-	168 169	-	181 182	-	-	Cell Block (M-L): A corridor lined with multiple cells. In old school fashion, this is probably a long corridor with 10'x10' cells to either side. [R0256]
-	170 171	-	183 184	172 173	-	Cell (T-S): In game mapping terms, a 10'x10' (or at most, 20'x20') room with a locked or barred door. The cell is usually, but not always, used as a prison; it could also represent stark living quarters (for a guard, humanoid, monk, etc.). [R0257]
-	-	-	-	174 175	145 146 147	Cella (M-L): A statue room within a temple or tomb, holding the image of a god. [R0258]
-	172	-	185	-	-	Cellae, plural (M-L): An ancient cell block. [R0259]
-	173 174	213 214	186	-	-	Cellar (S-M): An underground chamber where something is stored, or intended for shelter. See for example Root Cellar, Salt Cellar, Storm Cellar, Wine Cellar. An undistinguished Cellar may have an ambiguous former use. [R0260]
-	175 176	215 216	187	-	-	Cellarage (L-H): A large system of interconnected Cellars, likely separated by archways and/or narrow walls. Each Cellar is likely to have a different theme (Earth Cellar, Root Cellar, Wine Cellar, etc.). [R0261]
-	-	217 218 219	-	-	-	Cenaculum (M-L): An ancient dining room. Technically, this should only exist on the upper floor of an ancient manor house, but that definition is probably too exacting for use here. [R0262]
-	177 178	220 221	188	176 177	148 149	Ceremonial Chamber (S): A small ceremonial room. [R0263]

					150	
CS	DU	MH	SH	TE	TO	Room Type and Description
-	179	222 223	189	178 179	151 152 153	Ceremonial Hall (L-H): A large ceremonial room. [R0264]
-	180 181	224 225	190	180 181	154 155 156	Ceremonial Room (M-L): A room where ceremonies are conducted. In game terms, this most likely means a room where a cleric (or other priest) worships a god(dess), but it could also be a room where (for example) a mage worships or consults with a demon or angel, or even a room where mock-traditional ceremonies are conducted for superstitious followers. [R0265]
-	-	226 227	191	182 183	-	Ceroma (S-M): An ancient anointing room. [R0266]
233 234 235	182 183	-	-	-	157 158 159	Cesspit (T-S-M): A pit filled with waste and trash. [R0267]
236 237 238	-	-	-	-	-	Cesspit Cavern (L-H): A cavern with one or more cesspits. These deposits do not occur naturally and are a certain sign of monster habitation. [R0268]
239 240 241	184 185	-	-	-	160 161 162	Cesspool (T-S-M): A pool filled with waste and refuse. [R0269]
242 243 244	-	-	-	-	-	Cesspool Cavern (L-H): A cavern with one or more cesspools. These deposits do not occur naturally and are a certain sign of monster habitation. [R0270]
-	186 187	228 229	192 193	184 185	163 164 165	Chamber (S): A small general-purpose room. In mapping terms, this technically means a room covering 9 or fewer squares (no larger than 30'x30', and more commonly 20'x20' or something similar). [R0271]

-	188 189	-	-	-	166 167 168	Chamber Barrow (S): A small barrow enclosure, likely featuring only a single room. [R0272]
-	190 191	-	-	-	169 170 171	Chamber of Catafalques (S-M): A former burial chamber, but the coffins and/or sarcophagi have been removed (by ghouls, robbers, nemeses of the buried species, etc.), leaving ominous stone pedestals. Very likely a lair for undead. [R0273]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	186 187	-	Chamber of Revelation (S-M): A private room where priests receive spells or visions from their god. [R0274]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	192 193	-	-	-	172 173 174	Chamber Tomb (S-M-L): A technical archaeological classification for burials within prepared enclosed spaces. If you want to review a huge list of different subtypes found in the real world, look up the term “chamber tomb” on Wikipedia. (Those subtypes were not included in this guide, because the classifications tend to force you into a specific floor plan type in many instances.) [R0275]
-	194 195	230 231	194 195	188 189	175 176 177	Chambers, plural (M-L-H): A series of several small, interconnected rooms. The plural appears here as a separate entry, because such clusters are common in underground areas and in manor houses. [R0276]
-	-	-	-	190 191	-	Chancel (S-M): A private enclosed space surrounding an altar. [R0277]
-	-	232 233	-	192 193	-	Chandlery (S-M): A place where candles are made and/or stored. [R0278]
-	196 197	-	196	194 195	-	Chantier (S-M-L): A workshop for stonecutters. [R0279]
-	-	-	-	196 197	-	Chantry (M-L): An echoing chapel intended for chanting and singing (and possibly spell casting). [R0280]
-	-	234 235 236	197	198 199	-	Chapel (S-M, inside an enclosing L-H area): An enclosed place of worship. A small or medium-sized temple area within a larger structure; for example, a chapel with shrine within a castle, or even a private chapel for nobles within a manor house. [R0281]
-	-	237 238	198	200 201	-	Chapel Hall (L, inside an enclosing H area): A large chapel (temple area) within a larger structure. [R0282]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	202 203	-	Chapter House (M-L-H): A rooming hall or outbuilding for a fraternity, sorority, secret sect, brotherhood of clerics, etc. The term “house” can refer to a separate enclosure, or it can refer to an ancestral following or bloodline (House Sonoritas, House Tharien, etc.). [R0283]
-	-	-	-	204 205	-	Chapter Room (S-M): A smaller chapter house, which is not situated in an outbuilding. [R0284]
-	198 199	239 240 241	-	206	-	Char Cellar (T-S-M): A storeroom for coal dust, charcoal, burned alchemical powders, or similar dangerous substances. [R0285]
-	200 201	-	-	-	178 179 180	Charnel House (M-L-H): A vault filled haphazardly with piles of disarticulated skeletal remains. [R0286]
-	-	-	199	207	-	Chartophylacium (M-L-H): An ancient archive. [R0287]
245 246 247	202 203	-	-	-	-	Chasm (L-H): A deep natural rift in the earth. In a dungeon, a Chasm is likely to give (highly dangerous) access to multiple dungeon levels, and to allow wandering monsters free reign. [R0288]
-	-	242 243 244	-	-	-	Cheese Cellar (S-M): A cool underground room where cheeses are kept. [R0289]
248 249 250	-	-	-	-	-	Chiming Cave (S-M): A crystalline water cave, where dripping moisture creates beautiful chiming tones. [R0290]
-	-	245 246 247	200	-	-	Chimney Corner (T-S): A small heating / warming room located directly adjacent to a large fireplace with a chimney. Will be rare, but not impossible, beneath the surface. [R0291]
-	-	-	-	208 209	-	Choir (S-M): A room where cult / priestly singers reside during ceremonies. Typically

						connected to a temple, but sometimes the singers are meant to be unseen. [R0292]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	204 205	-	-	210 211	-	Cimeliarch (M-L): An ancient treasure vault beneath, or within, a temple. [R0293]
-	-	-	-	-	181 182 183	Cinerarium (M-L-H): A funerary room with many niches branching off of it, where sepulchral urns are kept. [R0294]
-	206 207	248 249	201 202	212	-	Cistern (S-M-L-H): A flooded room, designed to store water for later use. Rainwater is typical, but in a deeper dungeon this might be a room designed to catch waters from an upper level to prevent flooding on the lower. [R0295]
-	208 209	250 251	203 204	213	-	Cistern Room (S-M): A room above, or adjacent to, a cistern. [R0296]
-	210 211	-	-	-	184 185 186	Cistvaen (S-M): An ancient sepulchral chamber. [R0297]
-	-	252 253	205	-	-	Classroom (M-L): A medium-sized or large room dedicated to education and instruction; in the game, this might include (for example) a room for the instruction of young magic-user apprentices, or even a room designed to train guild thieves how to pick pockets, etc. [R0298]
251 252 253	-	-	-	-	-	Clay Cave (S-M): A soft-walled cave with usable clay deposits. [R0299]
254 255 256	-	-	-	-	-	Clay-Filled Cavern (L-H): A large clay cave. The deposits may also exist in the floor, potentially making walking rather difficult. [R0300]
-	-	-	206 207	214	-	Clinic (M-L): A hall of healing, used by the stronghold's or temple's troops and servants. A clinic implies that the sick that are being cared for are devout and protected, or of a special respected importance. [R0301]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	212 213	-	208	-	-	Cloaca (M-L-H): An ancient sewer. It may well be dry now, and used for another purpose (such as a lair or the entrance chamber to an escape tunnel). [R0302]
-	-	254 255	209	-	-	Cloak Room (S-M): A room where cloaks and coats are stored. Typically found near to an entry or stairway, or the entrance to a sub-region. [R0303]
-	214 215	256 257	210	-	-	Clockwork Room (S-M): In game terms, this is likely a chamber which houses the workings of a nearby mechanical trap, elevator, experiment, or (less likely) a large clock. [R0304]
-	-	-	-	215 216	-	Cloister (M-L-H): A hall with a vaulted ceiling, typically leading into an atrium or temple. [R0305]
-	-	-	-	-	-	Closet (T): (This entry is for completeness purposes for readers only, and does not appear on the random tables as a separate space.) A side Alcove for the storage of clothing and accoutrements. In game parlance with the focus on 10'x10' map grids, a closet would probably only fill 1/4th of a single square adjoining another room. See also, however, Walk-In Closet. [R0306]
257 258 259	-	-	-	-	-	Coal Cave (S-M): A small coal cavern, likely with only a single coal seam which can be mined. [R0307]
260 261 262	-	-	-	-	-	Coal Cavern (L-H): A cavern with unmined (and possibly dangerous) coal seams and deposits. [R0308]
-	216 217	258 259 260	211 212	-	-	Coal Room (S-M-L): A room filled with coal (either piled on the floor, or in coal bins). [R0309]
-	218 219	-	-	-	187 188	Coemeterium, plural Coemeteria (S-M): A Roman-themed vaulted burial place. [R0310]

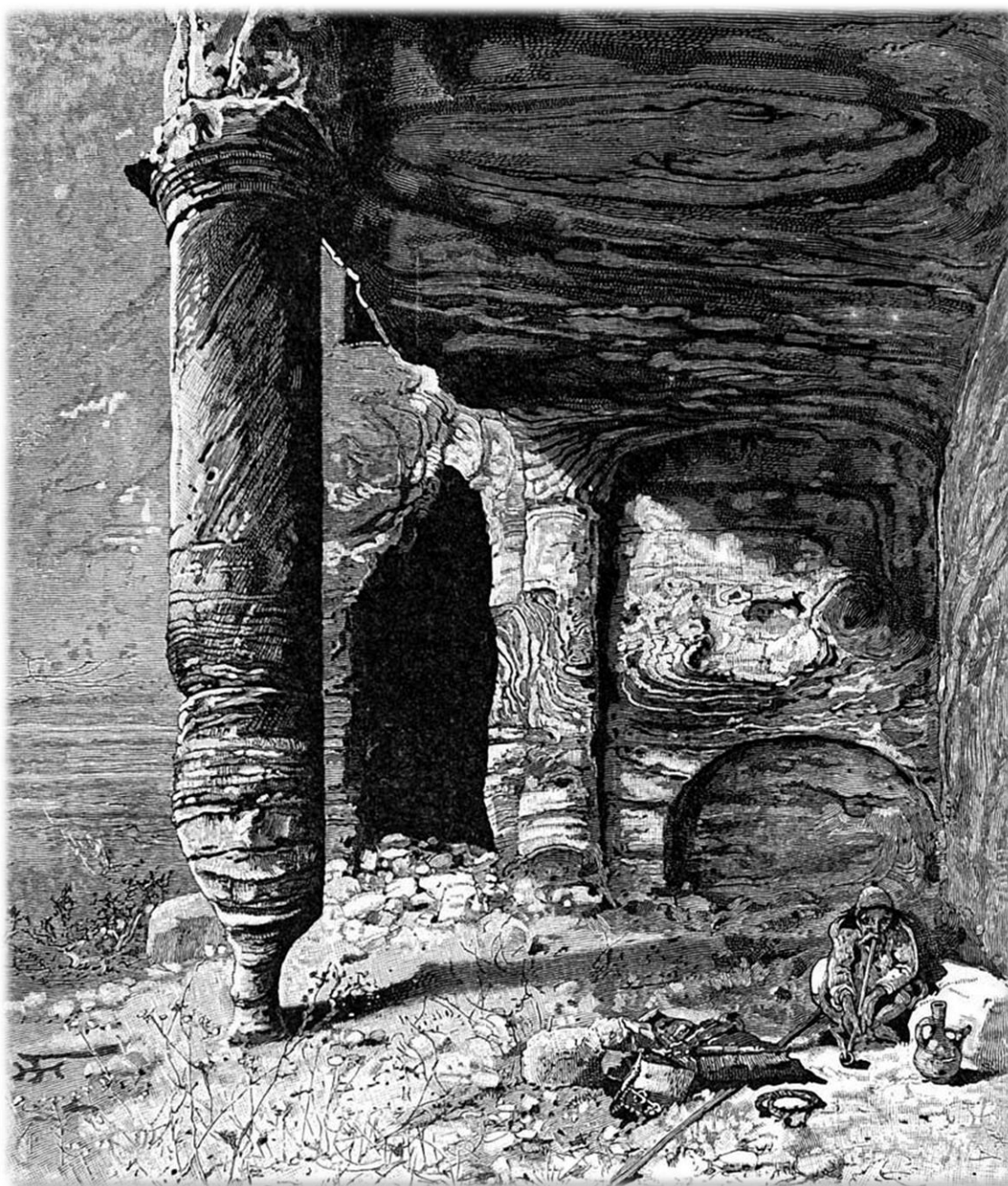
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CS	DU	MH	SH	TE	TO	Room Type and Description
-	220 221	261 262	213	-	-	Coldroom (S-M): A room that is kept cold (magically?) for storage purposes. Traditionally, this is a pantry or storeroom; but in a dungeon it could be far more sinister (for example, a room for the storage and preservation of dead bodies). [R0311]
263 264 265	-	-	-	-	-	Collapsed Cavern (L-H): A cavern with a “new” roof, where the floor is covered with rubble (the “old” roof). Another collapse might be imminent, or might be started by violent conflict, magic, etc. [R0312]
-	222 223	-	-	-	190 191 192	Collapsed Room (S-M-L, accessible area T-S): A partially impassible room which is filled with rubble due to a ceiling or wall collapse. [R0313]
-	224 225	-	-	-	193 194 195	Columbarium (L-H): A room with many niches in the walls, where funerary urns are stored. [R0314]
-	226 227	-	214 215	-	-	Combat Pit (S-M): A gladiatorial pit where monsters and/or victims are forced to do battle for the amusement of some powerful creature. [R0315]
-	-	263 264	216	217	-	Comfort Room (T-S-M): A fine garderobe. [R0316]
-	-	-	217 218	-	-	Commandery (M-L): A room / locale that is used for tactical and strategic discussion, and the coordination of defense. The room might be the headquarters of a knightly order, secret society, fighter’s guild, etc. [R0317]
-	228 229	-	219 220	218	-	Common Room (M-L-H): A large informal Lounge area, typically for a large number of denizens (guards, soldiers, minions, humanoids, etc.). Will likely feature benches, tables, barrels, fireplace(s) and/or firepit(s) and so forth. [R0318]

-	230 231	-	221 222	219	-	Communal Quarters (M-L-H): The home of many lesser priests, soldiers, or minions. [R0319]
CS	DU	MH	SH	TE	TO	Room Type and Description
266 267 268 269	-	-	-	-	-	Concealed Cave (S-M): A cave whose entrance is shrouded by vines, a waterfall, etc. [R0320]
270 271 272	-	-	-	-	-	Concealed Cavern (L-H): A large concealed cave. [R0321]
-	232 233	265 266	223 224	220	196 197 198	Concealed Chamber (S): A small concealed room. [R0322]
-	234 235	267 268 269	225 226	221	199 200 201	Concealed Room (M-L): A room which can only be reached through a concealed door. [R0323]
-	-	270 271	227	222	-	Conclave (M-L): A room for secret meetings (typically by powerful NPCs). The room may be behind one or more concealed or secret doors. [R0324]
-	-	272 273	228	223 224	-	Conclavium (M-L): An ancient conclave. [R0325]
-	236 237	-	-	-	202 203 204	Conditivum (S-M): A large, ancient sepulcher. [R0326]
-	-	-	-	225 226	-	Confessional (T-S): A place for priests and worshippers to privately atone for sins done before their god. [R0327]
-	238 239	274 275	229	227 228	-	Conjuring Chamber (S-M): A room where priests summon servitor beasts or monsters sacred to their god. [R0328]
-	-	276 277	-	-	-	Conservatory (M-L): A room that serves as a greenhouse, preserving rare and/or exotic (monstrous?) plants. Typically glass-roofed,

						but may also be illuminated by magical light. [R0329]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	240 241	278 279	230 231	-	-	Control Room (S-M): In the game, this would be a room filled with machinery or clockwork, likely designed to trigger traps and tricks, or remotely view other rooms and open/close doors in a mechanical and/or magical fashion. Slightly anachronistic, but consider (for example) the story Rogues in the House by Robert E. Howard; or even the charlatan Wizard of Oz. [R0330]
-	-	-	-	229 230	-	Convocation Room (M-L): A room where priests gather in preparation for a ceremony. Similar to an assemblage, but typically excluding worshippers. [R0331]
273 274 275	-	-	-	-	-	Copper Cave (S-M): A cave filled with partially-mined copper deposits. As opposed to an unmined cave, there will be equipment and possibly mine carts here. [R0332]
-	-	280 281	232 233	231 232	-	Council Chamber / Counsel Chamber (S): A small council room. [R0333]
-	-	-	234 235	233 234	-	Council Hall / Counsel Hall (L): A large Council Room. [R0334]
-	-	282 283	236 237	235 236	-	Council Room / Counsel Room (M): A secure room where a noble, leader, etc. listens to trusted advisors and makes plans. [R0335]
-	-	-	238 239	237 238	-	Counting Room (S-M): A room designed for the counting of coins and other treasure. Likely located near a treasure vault and heavily guarded. [R0336]
-	-	-	240 241	-	-	Court (L-H): A hall and/or throne room of judgment, where matters of justice and punishment are determined. [R0337]
-	242 243	-	242 243	-	-	Courtyard (M-L if subterranean, otherwise L-H): An enclosed grassy or open area. In a

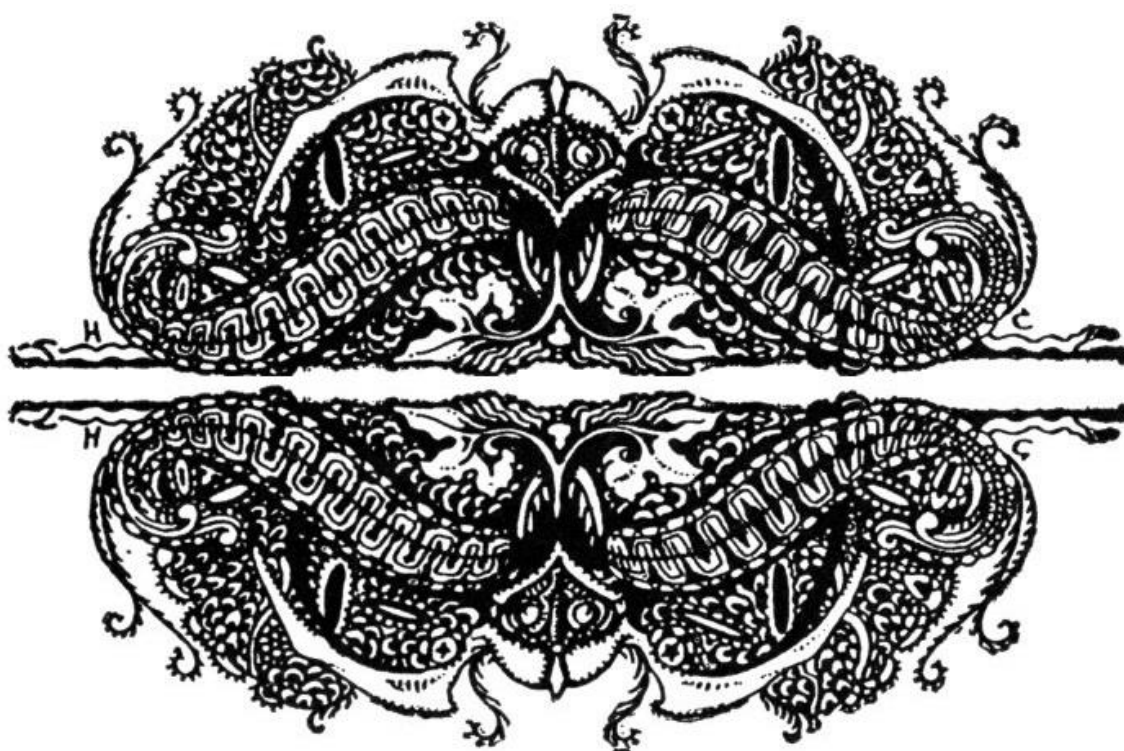
						dungeon, a Courtyard might be a “Dungeon Court,” a large pillar-bordered room with a central display of some kind (fungal garden, symmetrical fountains or pools, a glassteel maze, selection of petrified victims, etc.). [R0338]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	284 285	244	239 240	-	Crafter’s Room (S-M): The room where a lesser artisan (leatherworker, potter, weaver, etc.) both works and resides. [R0339]
-	244	286 287	-	-	-	Crawlspace (T-S-M): An underground storage and/or ventilation area, either a room or passageway, with a very low ceiling. [R0340]
-	245 246	-	-	-	205 206 207	Crematorium (S-M): An incineration chamber where remains are turned into chips and ash. This may be a way to honor the dead, or it may be a trap, or even a torture chamber. [R0341]
276 277 278	247 248	-	-	-	208 209 210	Crevice (T-S): A narrow fracture in the rock. In this book’s definitions, a crevice is a natural type of corridor, a vertical crevice is a type of level connector between dungeons, and a “room” crevice is a long narrow winding cave. [R0342]
-	249 250	288 289 290	245	241 242	-	Crowde (T-S-M): An ancient cellar. [R0343]
279 280 281 282	-	-	-	-	-	Crumbling Cave (S-M): A cave which is about to collapse. [R0344]
283 284 285	-	-	-	-	-	Crumbling Cavern (L-H): A large crumbling cave. Particularly dangerous, because if adventurers are standing in the middle of the area they might not have enough time to safely escape a collapse. [R0345]

-	251	-	-	-	211	Crypt (T-S-M): An underground funerary chamber. See burial crypt, monster crypt, secret crypt, etc. An undistinguished “crypt” is likely one that has been converted to a different use over the centuries by its current (or most recent) denizens. [R0346]
	252				212	
					213	



CS	DU	MH	SH	TE	TO	Room Type and Description
286 287 288	-	-	-	-	-	Crystal Cave (S-M): A cave filled with beautiful, fragile crystal formations. [R0347]
289 290 291	-	-	-	-	-	Crystal Garden (L-H): A large crystal cave. The crystals may be large enough to climb, fall from, ambush adventurers from, hide treasure under, etc. The temperature here may be quite hot, and the cavern might be fully or partially flooded. [R0348]
-	253	-	-	-	214 215 216	Cubicle (T): In dungeon parlance, a 10'x10' room that is not a cell (meaning that it is not used as living quarters, or as a prison). Typically constructed to divide monster populations, to enforce secrecy, or to serve as a puzzle / siege / delaying area (especially when multiple cubicles are found in close succession). May have more than one door. [R0349]
-	254 255	-	-	-	217 218 219	Cubicula, plural (S-M-L): A series of cubiculum. [R0350]
-	-	291 292 293	246	243 244	-	Cubiculum (T-S): A Roman-themed sleeping chamber or apartment. [R0351]
-	256	-	-	-	220 221 222	Cubiculum (T): An ancient cubicle. [R0352]
292 293 294 295	257 258	-	-	-	-	Cul-de-Sac (T-S): The "bottom of a bag," which typically means a dead end cave or partially-excavated chamber which was never finished. [R0353]
-	-	294 295 296	-	-	-	Cupboard (T): A small angular space under a flight of stairs (think Harry Potter). [R0354]

CS	DU	MH	SH	TE	TO	Room Type and Description
296 297 298	-	-	-	-	-	Cyst (S-M-L): An unnatural hollow in the earth. Cysts can be caused by magic, burrowing monsters, infernal or elemental fire, the collapse of a portable hole or sphere of oblivion, etc. The creating source of the cyst is probably no longer evident. When one cyst is found, more are likely nearby; see secret cyst. [R0355]
-	-	297 298 299	-	245 246	-	Cyzicene Hall (L-H): A formal ancient great hall, with some kind of viewing space to the north. (The direction of north is traditional, and likely even superstitious or reverential in nature.) Examples for the north end feature might include a grand view of wilderness, an entertainment (perhaps a stage or dueling cage), or even an elaborate programmed illusion. [R0366]





IS FOR DUNGEON

"He sent all the other men to the cells, and left me standing there. Then he told two guards to take me to the cells. They came and took hold of me, and I threw them off as if they were babies. Then more guards came up, and one of them hit me over the head with a club, and I fell. And then, sir" — here the convict's voice fell to a whisper — "and then he told them to take me to the **dungeon**."

...

"There are several little rooms in the dungeon. The one they put me in was about five feet by eight. It has steel walls and ceiling, and a granite floor. The only light that comes in passes through a slit in the door. The slit is an inch wide and five inches long. It doesn't give much light because the door is thick. It's about four inches thick, and is made of oak and sheet steel bolted through."

...

He stopped and regarded his hands, the peculiar appearance of which we all had observed. The ends of the fingers were uncommonly thick; they were red and swollen, and the knuckles were curiously marked with deep white scars ...

— *The Inmate of the Dungeon*, by W. C. Morrow

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D is for Dungeon						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	300 301	-	-	-	Dairy Chamber (S-M): The cold room where milk, butter, cheese, and similar foodstuffs are stored. Compare buttery. [R0367]
-	-	302 303	-	-	-	Dairy Room (M-L): A large dairy chamber. [R0368]
-	259 260	-	247	247	223 224 225	Dais Chamber (S-M): A room featuring a dais, which is a low raised area with steps leading up. The dais might feature a statue, throne, fountain, shrine, etc. [R0369]
-	261 262	-	248	248	226 227 228	Dais Room (M-L): A large dais chamber. [R0370]
-	263 264	304 305	-	249	-	Darkroom (S-M-L): A room that is intentionally kept dark due to specialized work. In the modern world this means photography, but in the game this likely refers to alchemy, or a mage's work with reagents, that requires dark conditions for the creation of magic items. It could also be the lair of shadows or a shadow dragon. [R0371]
-	-	306 307	-	-	-	Dayroom (S-M): A room of comfort, used for daytime gatherings and recreation. [R0372]
299 300 301	-	-	-	-	-	Dead End Cave (S): A small cave, with no apparent exits, at the end of a tunnel. [R0373]
-	265 266	-	-	-	229 230 231	Dead End (T-S): A small room, with no apparent exits, at the end of a corridor. [R0374]
302 303 304	-	-	-	-	-	Death Cavern (L-H): A large cave of the dead (see that entry, C). [R0375]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	267 268	-	-	-	232 233 234	Defiled Tomb (S-M-L): A tomb which has been desecrated and/or plundered. The violation of the sacred space may have left vengeful evil spirits, a curse, negative magic, etc. [R0376]
-	-	-	-	250	235 236 237	Delubrum (M-L): An ancient sanctuary, which may be fairly large, or an area surrounding a smaller enclosed area (such as a sanctum sanctorum). [R0377]
-	269 270	-	-	-	238 239 240	Delve (L-H): A deep and/or extensive mine, of the kind typically made by dwarves, kobolds, and the slaves of dark elves. Typical delve metals — worth digging deep for — are mithril, adamantite, platinum, and gold. [R0378]
-	271 272	308 309 310	-	-	-	Den (S-M): [1] A comfortable multi-use family room. The word has two meanings; it can also mean [2] the resting lair of a beast or monster (such as a bear, or badgerbear). Use the definition most appropriate to your setting. [R0379]
-	-	311 312	249 250	251	-	Depository (M-L): A place where goods (furs, wines, etc.) are taken in, counted, and secured for safekeeping. [R0380]
-	-	-	-	252	-	Diaconia (M-L): An asylum or clinic within a temple. Technically, in the real world this would be run by a deacon (hence the name); in game terms, it would probably be under the control of a mid-level cleric, healer, or shaman. [R0381]
-	-	-	-	253	-	Diaconicon (M-L): An ancient (Greek-themed) sacristy for use by mid-level clerics, healers, priests, etc. [R0382]
-	-	313 314	251 252	254	-	Dining Chamber (S): A small room for eating and drinking. [R0383]

-	-	315 316	253 254	255	-	Dining Hall (L-H): A large room for eating and drinking. [R0384]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	317 318	255 256	256	-	Dining Room (M): A medium-sized room for eating and drinking. [R0385]



CS	DU	MH	SH	TE	TO	Room Type and Description
305 306 307	-	-	-	-	-	Diorite Cave (S-M): A cave with surfaces of diorite, a black- and gray-hued igneous stone. [R0386]
308 309 310	-	-	-	-	-	Diorite Cavern (L-H): A large diorite cave. [R0387]
-	-	319 320	257	-	-	Distillery (M-L): A room or locale where liquids are distilled. Generally, this means spirits; but in the game world, it could certainly be an alchemical location used in the production of potions. [R0388]
-	273 274	321 322 323	-	257 258	-	Divination Chamber (S): A private room where priests perform magical rites (and typically cast spells or use magic items) to discern the will of their god. [R0389]
-	275 276	324 325	-	259 260	-	Divination Hall (L-H): A very large divination chamber, the size of which implies that many priests / cultists / spell casters must be brought together to work powerful magics. Such places may involve the actual summoning of a deity, demon lord, arch-devil, etc. [R0390]
-	277 278	326 327	-	261 262	-	Divination Room (M): A larger divination chamber. [R0391]



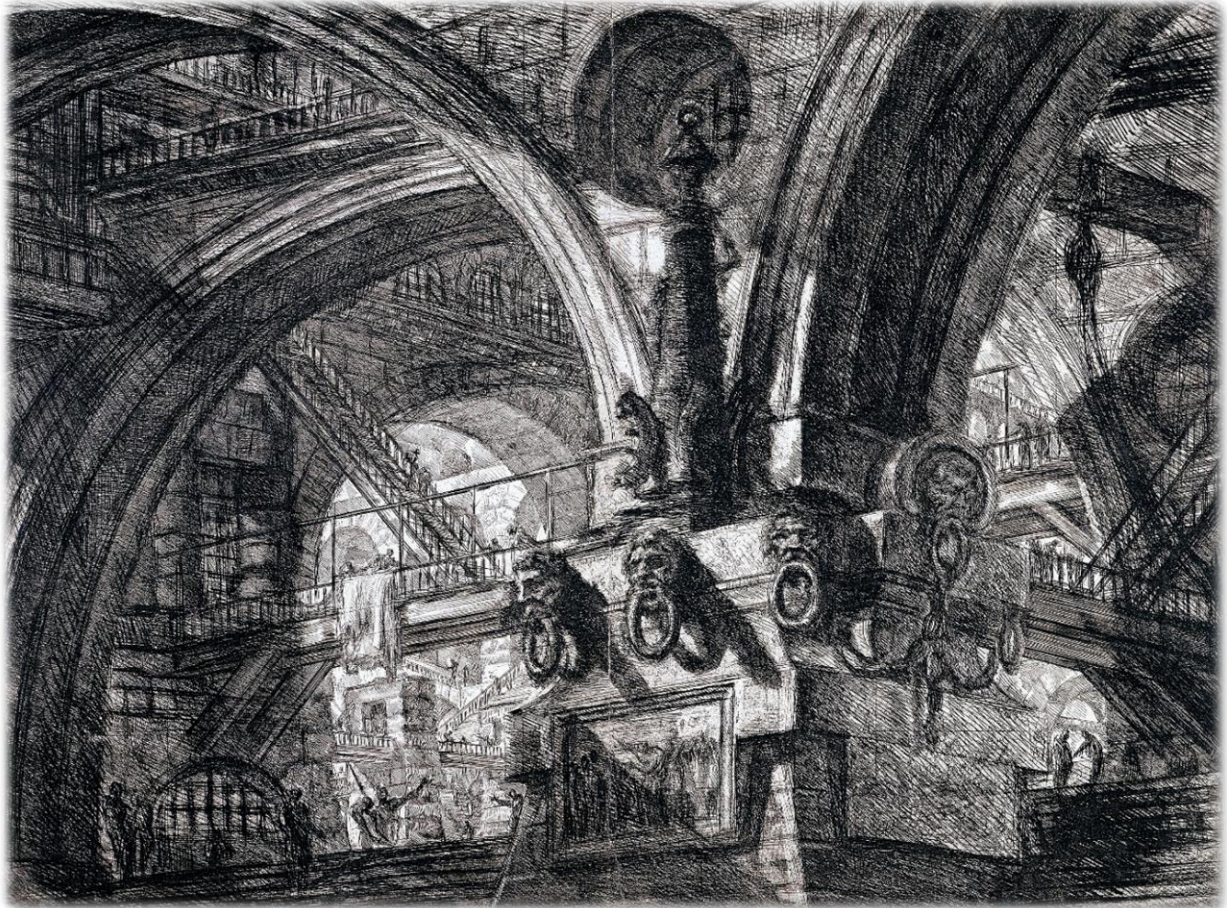


CS	DU	MH	SH	TE	TO	Room Type and Description
-	279 280	328 329	258 259	263	241 242 243	Domed Chamber (S): A small room with a high, curved ceiling. [R0392]
-	281 282	-	260 261	264	244 245 246	Domed Hall (L-H): A large room with a high-curved ceiling. [R0393]
-	283 284	330 331	262 263	265	247 248 249	Domed Room (M): A medium-sized room with a high, curved ceiling. [R0394]
-	-	332 333	264 265	266	-	Domicile (S-M): The dwelling / bedroom of a minor official. [R0395]
-	285 286	-	266 267	-	250 251 252	Donjon (S-M-L, with L implying multiple rooms): Typically, the most secure tower or vault in the stronghold. Therefore, sometimes used to hold valuable prisoners. The term can also be used for any older subterranean prison or trap room. [R0396]
-	-	-	268 269	267	-	Dormitory (L-H): Communal sleeping quarters for students, trainees, apprentices, etc. [R0397]
-	-	-	-	268 269	-	Dorter (L-H): A monastic or temple dormitory. [R0398]
-	287 288	-	270 271	-	-	Drawbridge / Drawbridge Chamber (M-L): Either a moat outside the stronghold which can be crossed by a lowered bridge, or a fortified room featuring a trench and a lowering bridge. [R0399]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	334 335	272	270	-	Drawing Chamber (S): A small drawing room. [R0400]
-	-	336 337	273	271	-	Drawing Room (M): A room designed for meeting with and entertaining guests. [R0401]
-	-	338 339	-	272	-	Dressing Chamber (S): A small dressing room. [R0402]
-	-	340 341 342	-	273	-	Dressing Room (M): A medium-sized room for changing clothing (for example, for an official or noble who serves multiple functions). [R0403]
-	-	-	274 275	-	-	Drill Hall (L-H): A room where troops practice. May feature target dummies, hay bales, sparring floors, wooden walls, etc. [R0404]
311 312 313	289 290	-	-	274 275	253 254 255	Drowning Pool (S-M): A deep pool where victims are deliberately drowned as a sacrifice. [R0405]
-	291 292	-	-	-	256 257 258	Dry Well (S-M, size being vertical): A well that no longer contains water. The well shaft can be descended, and there will be a cave / chamber below. [R0406]
-	293 294	343 344 345	-	-	-	Drying Room (S-M): A room where something is laid out to dry in organized fashion (food, laundry, leather, paintings, scrolls, etc.). Grimly, this could also be a drying place for mutilated flesh / food, used by cruel monsters. [R0407]
-	295 296	-	276 277	-	-	Dueling Pit (S-M): Similar to a combat pit, but the combatants are intended to survive (either so that they can be healed to fight repeatedly, or as a form of training / rite of passage). [R0408]
-	297 298	-	278 279	-	-	Dueling Pit Matrix (L-H): A series of dueling pits, descending from a large hall filled with walkways and observation areas. [R0409]

-	-	-	280	276	-	Dulli (S-M): An Akkadian- or Babylonian-themed workroom. [R0410]
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CS	DU	MH	SH	TE	TO	Room Type and Description
-	299 300	-	281 282	-	-	Dungeon (S-M-L, with L implying multiple rooms): In games we tend to think of a dungeon as a multi-room and multi-level complex filled with monsters; but in reality, a dungeon is an underground prison and/or torture room. A room might be termed a dungeon if, specifically, it is designed for the long-term incarceration of prisoners. A band of ogres, for example, might have a dungeon as their larder where wounded humans and demi-humans are thrown (fresh meat!). [R0411]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	301 302	-	-	-	-	Dungeon Court (L-H): See courtyard; a subterranean courtyard. [R0412]
314 315 316	303 304	-	-	-	259 260 261	Dust Pit (T-S-M): A pit filled with dust, or a trap in which dust causes asphyxiation of falling victims. [R0413]





IS FOR ECHO CHAMBER

On the palace steps before the doorway sat Cerberus, the three-headed watch-dog. When he saw Psyche approaching he began to growl, and his growl was like the rattle of thunder far away. As she drew nearer he barked furiously and snarled at her, baring his white gleaming fangs.

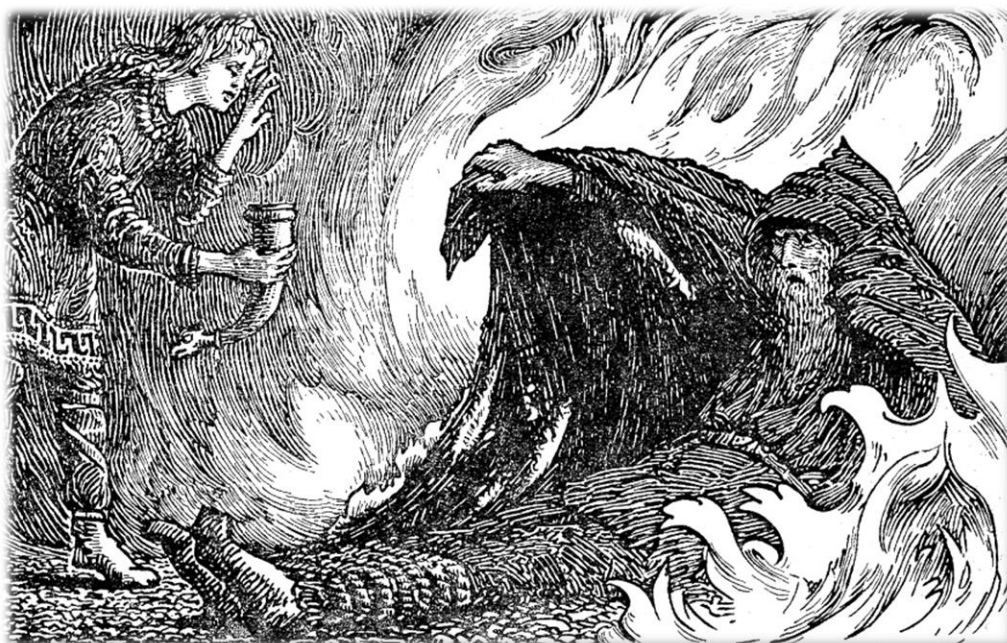
Quickly she threw him one of the barley loaves, and while he was devouring it, she slipped gently past, and stood within the courtyard of the palace. All was silent and deserted, and her footsteps, as they fell on the marble pavement, sent no **echo** through the colonnades; for it seemed that even sound must die in that lifeless air.

She passed through great doors of bronze into a lofty hall. In the shadowy depths of it she saw a great throne raised, and on it sat the Queen of the Dead ...

— *Children of the Dawn: Old Tales of Greece*, by E. F. Buckley

E is for Echo Chamber						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	305	346 347 348	-	-	-	Earth Cellar (S-M-L): A cellar where at least one wall surface is made of bare compressed earth, not fitted stone. Such places are likely to collapse if too many violent actions (from powerful spells, giant beasts, etc.) take place. [R0414]
-	306 307	-	-	277	262 263 264	Echo Chamber (S-M): A room carefully created to enhance echoes; likely to reduce the chance of intruders being able to achieve surprise in the area. [R0415]
317 318 319 320	-	-	-	-	-	Echoing Cave (T-S-M): A natural echo chamber; likely not specifically customized to serve in that alerting fashion, but it may still be used that way. [R0416]
321 322 323	-	-	-	-	-	Echoing Cavern (L-H): A large echoing cave. [R0417]
-	308 309	-	-	278	265 266 267	Echoing Vault (L-H): A large echo chamber. [R0418]
324 325 326	310 311	-	-	-	-	Egg Chamber (S-M-L): A cave or room where egg-laying monsters (ants, beetles, harpies, perytons, etc.) lay and care for their eggs. [R0419]
327 328 329	312	-	-	-	268 269 270	Elemental Vortex, Air (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient magic. An air vortex will be the (possibly sentient) locale of a trick with air- and wind-themed spell powers. [R0420]
330 331 332	313 314	-	-	-	271 272 273	Elemental Vortex, Ash (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient

						magic. An ash vortex will be the (possibly sentient) locale of a trick with wind- and fire-themed spell powers. [R0421]
333 334 335	315 316	-	-	-	274 275 276	Elemental Vortex, Dust (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient magic. A dust vortex will be the (possibly sentient) locale of a trick with wind- and stone-themed spell powers. [R0422]
336 337 338	317 318	-	-	-	277 278 279	Elemental Vortex, Earth (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient magic. An earth vortex will be the (possibly sentient) locale of a trick with earth- and darkness-themed spell powers. [R0423]
339 340 341	319	-	-	-	280 281 285	Elemental Vortex, Fire (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient magic. A fire vortex will be the (possibly sentient) locale of a trick with fire- and destruction-themed spell powers. [R0424]



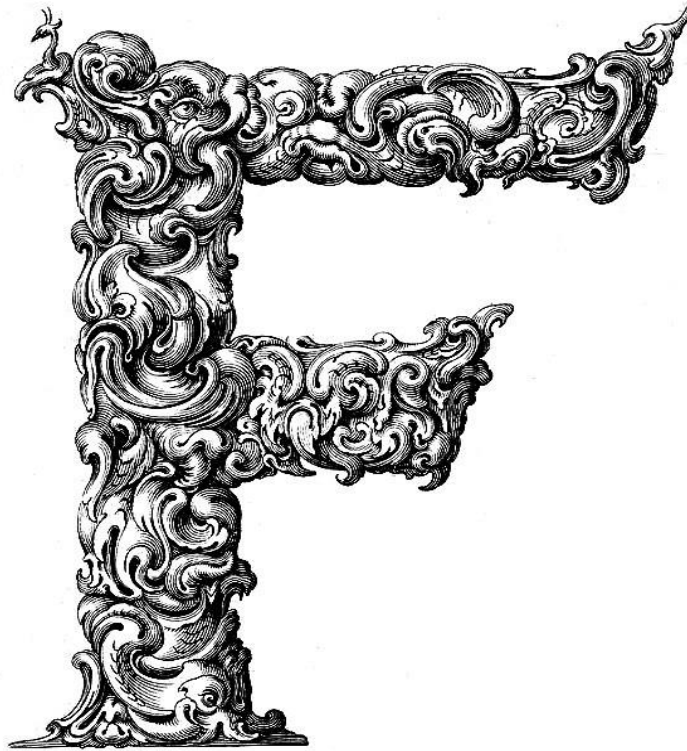
CS	DU	MH	SH	TE	TO	Room Type and Description
342 343 344	320	-	-	-	283 284 285	Elemental Vortex, Magma (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient magic. A magma vortex will be the (possibly sentient) locale of a trick with fire- and stone-themed spell powers. [R0425]
345 346 347	321	-	-	-	286 287 288	Elemental Vortex, Vapor (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient magic. A vapor vortex will be the (possibly sentient) locale of a trick with water- and wind-themed spell powers. [R0426]
348 349 350	322 323	-	-	-	289 290 291	Elemental Vortex, Water (T-S-M-L-H): A dangerous and aberrant gate between the planes, caused by a violent discharge of ancient magic. A water vortex will be the (possibly sentient) locale of a trick with water- and healing-themed spell powers. [R0427]
-	-	-	-	279	292 293 294	Emasu (S-M): An Akkadian- or Babylonian-themed sanctuary. [R0428]
-	324 325	-	-	-	295 296 297	Embalming Chamber (S-M): A place where dead bodies are ritualistically prepared for burial. And also, the classic place to put a mummy lair! [R0429]
-	326 327	-	-	-	298 299 300	Embalming Room (L): A large embalming chamber. [R0430]
351 352 353 354	328 329	-	-	-	301 302 303	Enchanted Grotto (S-M-L): An artificially-carved cave with a magical trick of some kind. [R0431]
355 356 357	330 331	-	-	-	-	Enclave (L-H): An isolated room, or series of rooms or caves, which serves as a lair / stronghold for demi-humans or humanoids.

						An Enclave is likely to consist of 4D4 adjoining areas. [R0432]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	349 350 351	283	280 281	304 305 306	Enclosed Loggia (M-L): A long narrow hall with columns, pillars, bays, niches, or alcoves to one side. On the surface, a loggia has one long side open to the air; underground, the ornate side is likely to feature chests, frescoes, paintings, statues, etc. [R0433]
-	332 333	-	284 285	-	307 308 309	Enclosure (S-M, with a T internal space): A small room inside a larger room. The classic dungeon example would be a 30'x30' room with a 10'x10' locked chamber in the center. [R0434]
-	-	352 353	-	-	-	Entertaining Room (M-L): A room that is intended for reclining or watching guests, and a central entertainment upon a dais (a juggler, fire-eater, singer, etc.). [R0435]
-	334 335	-	286 287	282 283	310 311 312	Entrance Hall (M-L-H): The first large space which leads into a structure from the outside; or, the entrance to a significant sub-section of a dungeon level which has a different theme than the rest of the level. [R0436]
-	336 337	354 355	288 289	284 285	313 314 315	Entry (Room) (S-M): A small room, guarded or empty, which serves as a mere widening transition between a corridor and a larger room beyond. [R0437]
-	-	-	290 291	286 287	316 317 318	Entry Hall (M-L): A large entry chamber, leading somewhere important (a church, the ruler's rooms, a court, etc.) [R0438]
-	-	-	-	288 289	-	Ersi (S-M): An Akkadian- or Babylonian-themed bedchamber for a priest or priestess. [R0439]
-	-	356 357	-	290 291	-	Ewery (T-S): A room where bowls, dishes, and other vessels are stored. [R0440]

-	338 339	-	-	-	319 320 321	Excavation Room (S-M): An underground room which is incomplete, and where rock is still being tunneled away. This may involve digging through walls, the floor, and/or the ceiling. [R0441]
CS	DU	MH	SH	TE	TO	Room Type and Description
358 359 360	340 341	-	-	-	322 323 324	Excavation (L-H): A large excavation room, with an interesting mix of angular and rough shapes (for example, a Hall which will be rectangular when finished, but which has only tunnels in the southwest quarter and an unfinished northeastern section). [R0442]
-	342 343	-	292 293	292 293	-	Excubitorium (S-M): A bedroom for guards. The idea is that a resting place is provided very near to a guard post, with quick and easy access to a point for defense or observation; so there might be (for example) a weapons rack next to the beds, an open door to the guard area, mobile defense works (e.g.. rolling walls) which can be moved into place, etc. [R0443]
-	344 345	-	294 295	-	-	Execution Chamber (S): A small execution room. [R0444]
-	346 347	-	296 297	-	-	Execution Hall (L-H): A large execution room, which implies an audience. [R0445]
-	348 349	-	298 299	-	-	Execution Room (M): A room where some kind of creatures are executed. In modern terms this would be in a prison, but in the game it is very likely (for example) that intelligent evil monsters would have an Execution Room where the killings of good humans and demi-humans are observed. [R0446]
-	-	358 359	-	-	-	Exedra (S-M): A Roman-themed entertaining room. [R0447]
-	-	-	300 301	294 295	-	Exercise Room (S-M-L): A room where students, trainees, apprentices, monks, guards, etc. keep in shape and perhaps train in mock

						battle (depending on the size of the area). [R0448]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	350 351	360 361	302 303	296 297	-	Experimentation Chamber (S): A room where corpses, or living subjects, are experimented upon. A classic locale for a mad scientist mage, a golem, or the undead. [R0449]
-	352 353	362 363 364	304 305	298 299	-	Experimentation Vault (M-L): A larger, and potentially more secure, experimentation chamber. [R0450]





IS FOR FORGE

Then a [fiend] entered who was taller than all others, and looked terrible. He was old, however, and had a long white beard. "You wretch," cried he, "you shall soon learn what it is to shudder, for you shall die."

"Not so fast," replied the youth. "If I am to die, I shall have to have a say in it."

...

"We shall see," said the old man. "If you are stronger, I will let you go — come, we will try." Then he led him by dark passages to a smith's **forge**, took an axe, and with one blow struck an anvil into the ground.

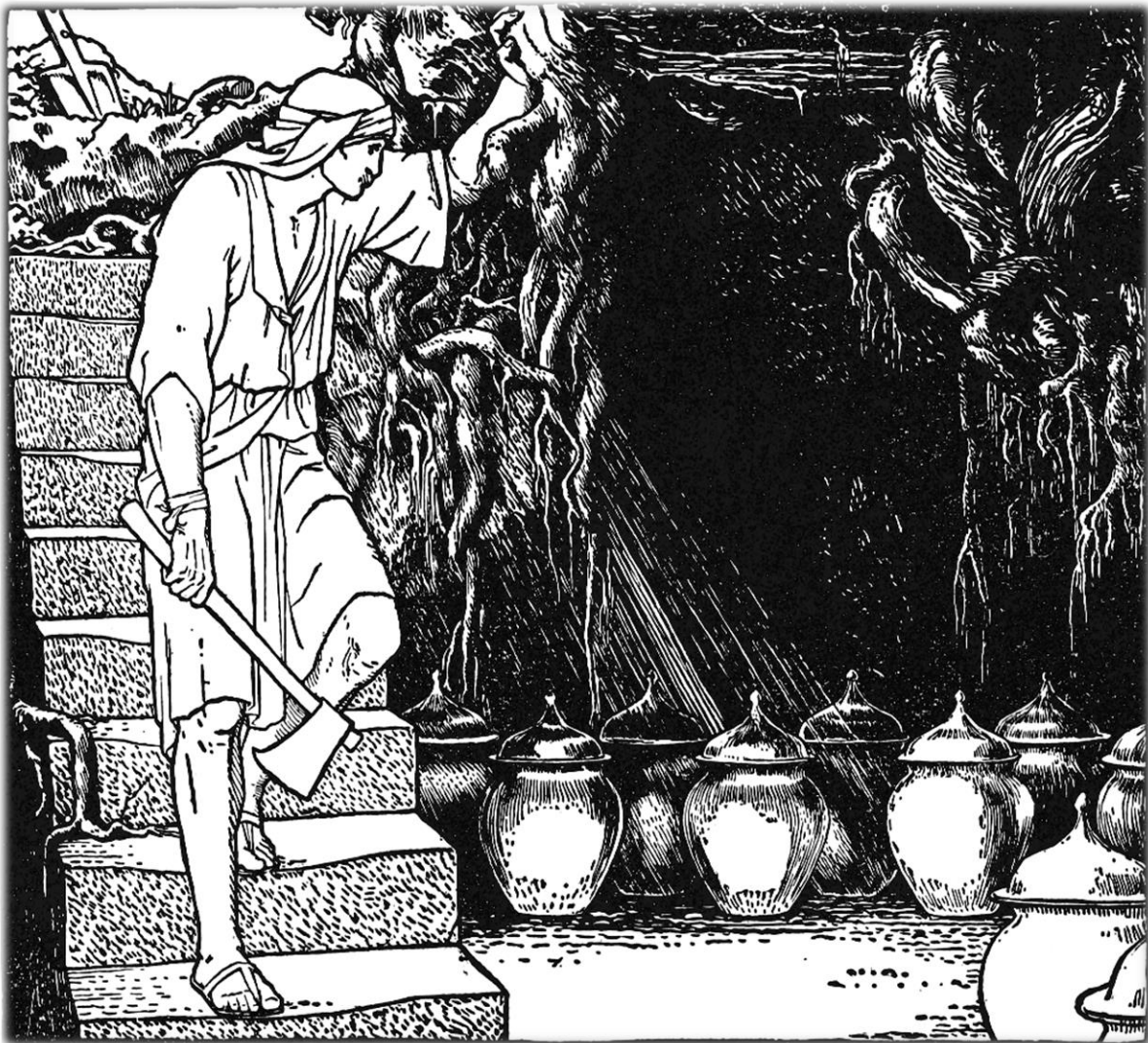
"I can do better than that," said the youth, and went to the other anvil. The old man placed himself near and wanted to look on, and his white beard hung down. Then the youth seized the axe, split the anvil with one blow, and in it caught the old man's beard.

"Now I have you," said the youth. "Now it is your turn to die." Then he seized an iron bar and beat the old man till he moaned and entreated him to stop, when he would give him great riches.

The youth drew out the axe and let him go. The old man led him back into the castle, and in a cellar showed him three chests full of gold ...

— *The Story of the Youth Who Went Forth to Learn What Fear Was*, as told by the Brothers Grimm

F is for Forge						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	365 366	-	-	-	Fainting Room (S-M): A noblewoman's private retreat, allowing for the treatment of hysteria, madness, etc. away from prying eyes. (Could also be used by an afflicted nobleman; consider for example Roderick Usher.) [R0451]
-	354 355	-	-	300 301	325 326 327	Fallen Angelic Shrine (S-M): An unholy shrine which is devoted to a fallen deva, or a fallen angel. [R0452]
-	356 357	-	-	-	328 329 330	False Tomb (S-M-L): A tomb where a commoner's body is kept, and/or where counterfeit treasures are stored. The purpose is to divert grave robbers away from the actual secret tomb. [R0453]
-	358 359	-	306 307	302 303	331 332 333	False Treasure Room (S-M): A small false treasure vault. [R0454]
-	360 361	-	-	304 305	334 335 336	False Treasure Vault (L): A room filled with fake or low-value treasure (for example, gold-painted copper pieces); typically designed as a trap or to sound an alarm. [R0455]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	367 368	-	-	-	Family Room (S-M): A comfortable gathering place for family members. [R0456]
-	362 363	369 370	-	306 307	337 338 339	Fane (M-L): An ancient temple. Technically, a fane is usually smaller (but not less powerful) than a temple. [R0457]
-	364 365	-	-	308 309	-	Favissa (S-M-L): A cellar in or beneath a temple, where discarded remnants are kept (damaged furnishings, implements, vestments, containers, etc.). [R0458]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	371 372	308 309	310	-	Feast Hall (L-H): A large hall intended to host events and dinners for a considerable number of people. Similar to a banquet hall, but likely used with more frequency (or, read another way, more frequently than just special / momentous occasions). [R0459]
-	-	-	-	311	340 341 342	Feretorium (S-M): A Roman-themed feretory. [R0460]
-	-	-	-	312 313	343 344 345	Feretory (S-M): A room featuring a shrine, where relics are stored. [R0461]



CS	DU	MH	SH	TE	TO	Room Type and Description
361 362 363	366 367	-	-	314	346 347 348	Firepit (T-S): A pit that is filled by a bonfire, coals, firewood, etc. [R0462]
364 365 366 367	368 369	-	-	-	349 350 351	Fissure (S-M-L): A narrow chasm (in the floor), or a room or cave dominated by a fissure. [R0463]
368 369 370	370 371	-	-	-	352 353 354	Fissure, Wall (aka Fissure Vault) (M-L-H): A wide crevice; a long, winding cave. [R0464]
371 372 373	-	-	-	-	-	Flooded Cave (S-M): A cave that is partially filled with water. The depth of the water will force adventurers to wade, but not to swim (unless they are gnomes or halflings). [R0465]
374 375 376	-	-	-	-	-	Flooded Cavern (L-H): A large flooded cave. [R0466]
-	372 373	-	-	-	355 356 357	Flooded Hall (L-H): A large flooded room. [R0467]
-	374 375	-	-	-	358 359 360	Flooded Room (S-M): A room that is partially filled with water (probably not intended by the builders). [R0468]
377 378 379 380	-	-	-	-	-	Food Cave (T-S-M): A cave where some kind of monster stashes food. (In a dungeon setting, this probably means dead bodies and/or badly wounded adventurers.) This behavior is exhibited by amber behemoths, crocutas, dimensional beasts, manticores, badgerbears, some dragons, and similar creatures. [R0469]
-	376 377	-	-	315 316	361 362 363	Forbidden Chamber (S-M): A room which is intended to be entered only by a deity (or arch-devil or demon lord), his high priest, his beasts, or his monsters. [R0470]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	378 379	-	-	317 318	364 365 366	Forbidden Vault (L): A large forbidden room. [R0471]
-	-	-	310 311	-	-	Forecourt (M-L): A courtyard near to the stronghold's entrance, or in front of a new region within the stronghold. [R0472]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	380 381	-	312 313	-	-	Forge (S-M-L): The place where weapons, armor and tools are made. [R0473]
381 382 383	382 383	-	-	-	-	Formicary (L-H): A large giant ant or ant man colony. [R0474]
384 385 386	-	-	-	-	-	Foss (M-L-H): A waterfall cavern with Nordic-themed carvings and/or decoration. [R0475]
-	384 385	-	314 315	-	-	Foundry (S-M-L): A room or locale where metals are heated and melted down. Likely to be associated with a nearby forge. [R0476]
-	386 387	373 374 375	316 317	319	367 368 369	Fountain Chamber (S): A small fountain room. [R0477]
387 388 389	388 389	-	-	-	370 371 372	Fountain Grotto (S-M-L): An artificial cave featuring a (magical?) sculpted fountain. [R0488]
-	390 391	-	318 319	320	-	Fountain Hall (L-H): A large fountain room, likely including several fountains instead of just one. [R0489]
-	392 393	376 377	320 321	321	373 374 375	Fountain Room (M): A room that is dominated by a sculpted fountain. In the game, the waters are very likely enchanted, cursed, and/or inhabited. [R0490]
-	-	378 379	-	322	-	Foyer (S-M): A more period-correct term for a formal lobby. While technically this means that the foyer is a crossing area between the outside and a building interior, in practice it can also mean the entrance to a dungeon or stronghold sub-section with a different theme. For example, a stronghold with outer areas guarded by low-level troops might have a Foyer which leads to the more secure rooms

						where commanders and/or nobles reside. [R0491]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	322 323	323	-	Frater (S-M-L): A refectory where only men (or male monsters) are allowed to gather. [R0492]
-	-	380 381	324 325	324 325	376 377 378	Fresco Gallery (L): A room designed for the display of (magical?) artistic frescoes (wall paintings). [R0493]
-	-	382 383	326 327	326 327	379 380 381	Fresco Room (S-M): A room painted with frescoes. The frescoes may actually be a map, a painted monster which animates, the covering to a secret door, a trick, etc. [R0494]
-	-	384 385	328 329	328	-	Frigidarium (S-M-L): A room with a cold-water Roman bath. [R0495]
-	-	386 387	-	-	-	Front Room (S-M): A living room or lounge positioned toward the entry of a home. [R0496]
-	394 395	-	-	329 330	382 383 384	Fumigatory (T-S-M): A room where objects are purified with (magical?) smoke. [R0497]
-	-	388 389	330 331	331	-	Function Hall (L-H): A large gathering hall intended to host celebratory events and functions (such as weddings or coronations). [R0498]
-	-	390 391	332 333	332	-	Function Room (M): A small function hall. [R0499]
-	396 397	-	-	333 334	385 386 387	Funerary Chapel (S-M): A chapel that is meant to honor the dead. [R0500]
-	398 399	-	-	-	388 389 390	Funerary Workshop (S-M): A room similar to an embalming chamber, but probably devoted to other steps of internment and/or mummification (such as entrails extraction, curing of flesh, ornamentation, etc.). [R0501]
-	400 401	-	-	335	391 392 393	Funereal Crowde (S-M): An ancient crypt, typically but not always beneath a temple. [R0502]

CS	DU	MH	SH	TE	TO	Room Type and Description
390 391 392	402 403	-	-	-	394 395 396	Fungal Garden (M-L-H): A room or cavern where fungi have flourished and grown to enormous sizes, due to magical energies and/or alchemical infusions. The fungi may be animated, deadly, edible, hallucinogenic, phosphorescent, etc. [R0503]
-	404 405	392 393 394	-	336	-	Fungarium (S-M-L): A room devoted to the storing and study of fungi. In the game, the fungi are likely to be important (medicinal, spell reagents, and/or poisons), and/or monstrous. [R0504]





IS FOR GROTTTO

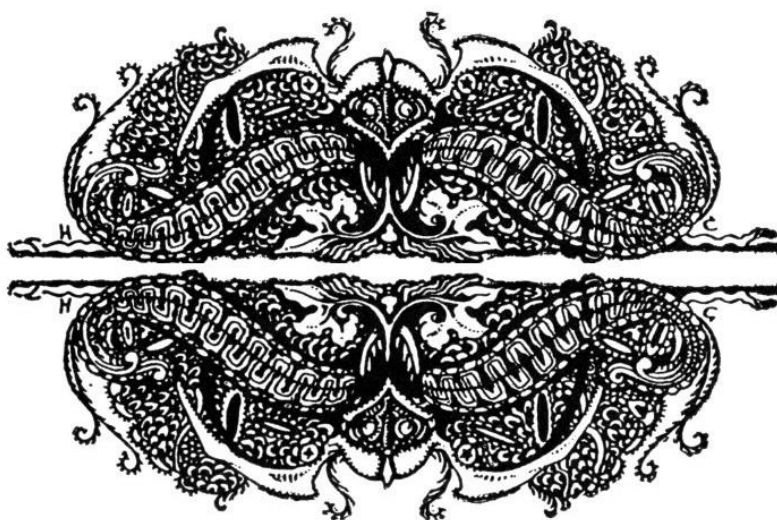
It was a twilit **grotto** of enormous height, stretching away farther than any eye could see; a subterranean world of limitless mystery and horrible suggestion. There were buildings and other architectural remains — in one terrified glance I saw a weird pattern of tumuli, a savage circle of monoliths, a low-domed Roman ruin, a sprawling Saxon pile, and an early English edifice of wood — but all these were dwarfed by the ghoulish spectacle presented by the general surface of the ground.

For yards about the steps extended an insane tangle of human bones, or bones at least as human as those on the steps. Like a foamy sea they stretched, some fallen apart, but others wholly or partly articulated as skeletons; these latter invariably in postures of daemoniac frenzy, either fighting off some menace or clutching other forms with cannibal intent ...

— *The Rats in the Walls*, by H. P. Lovecraft

G is for Grotto						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	337	-	Galininu (S-M): An Akkadian- or Babylonian-themed temple storeroom, perhaps for ceremonial objects or raiment. [R0505]
-	-	395 396 397	-	-	-	Galleria (M-L-H): An ornate gallery (display). [R0506]
393 394 395	-	-	-	-	-	Gallery (Cavern) (L-H): A cavern with impressive rock, crystal, and/or mineral formations. [R0507]
-	-	398 399 400	334 335	338	-	Gallery (Display) (M-L-H): A room devoted to the display of art. For specific examples see Fresco Gallery, Painting Gallery, Statuary, etc. An unspecified “gallery” is likely filled with a highly varied collection of artworks. And to be technical, a gallery is much longer than it is wide (from the perspective of the primary entrance). [R0508]
-	-	401 402 403	-	-	-	Gambling Hall (L): A large room devoted to board, dice, and/or card games. [R0509]
-	-	404 405	336 337	-	-	Gambling Room (M): A small gambling hall. [R0510]
-	-	406 407	338 339	-	-	Game Room (S-M-L): A room devoted to board, dice, and/or card games. Distinguished from a gambling room by the fact that gambling is not allowed, or severely frowned upon. [R0511]
-	-	-	340 341	339	-	Ganunmahu (S-M): An Akkadian- or Babylonian-themed storeroom, used for storing valuable goods (for example, spices or tapestries or weapons). [R0512]

-	406 407	-	342 343	-	-	Gaol (S-M-L, with L implying many cells): A jail, typically including a guard room surrounded by cells. [R0513]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	408	408 409	-	340 341	-	Garden (M-L): A place where plants are artificially encouraged and cultivated. Underground this will typically be a fungal garden (see that entry, under F), but other types of gardens (herb, poison, vegetable, etc.) are also possible with the influence of magic. [R0514]
-	409 410	410 411	344 345	342 343	-	Garderobe (T-S): A medieval toilet. [R0515]
-	411	-	346 347	344 345	-	Garderobe Chamber (S-M): A room filled with multiple garderobe alcoves. Commonly found near barracks, quarters, etc. [R0516]
-	412 413	-	348 349	-	-	Gardr (S-M-L): A Nordic-themed guardroom or lair. [R0517]
-	-	412 413	-	-	-	Garret (T-S-M): An attic space which has been turned into a bedchamber or workspace. In a dungeon, this might also refer to a small annex situated above a cave or room (reached by a rope, ladder, etc.) [R0517]





CS	DU	MH	SH	TE	TO	Room Type and Description
-	414 415	-	350 351	-	-	Garrison (M-L): A room where troops are stationed on guard. Typically larger / more populated than a guardroom. [R0518]
396 397 398 399	-	-	-	-	-	Gas-Filled Cave (S-M): A cave that is filled with poisonous or magical gas. [R0519]
400 401 402	-	-	-	-	-	Gas-Filled Cavern (L-H): A large gas-filled cave. [R0520]
-	416 417	414 415 416	352 353	346 347	397 398 399	Gate Chamber (M): A chamber where a massive gate (locked, rising / lowering, guarded, etc.) is situated. [R0521]
-	418 419	-	354 355	348 349	400 401 402	Gate Room (L): A large gate chamber. [R0522]
-	-	-	356 357	-	-	Gatehouse (M-L): A gated entrance to a stronghold. Likely less secure than a Barbican. Underground, a gatehouse might be a fortified structure inside of a larger room which restricts passage through a guarded portcullis and corridor. [R0523]
-	420 421	-	-	-	403 404 405	Gauntlet (M-L): A long room lined with traps or attackers, designed to kill or torture intruders. A variant is the summoning gauntlet, which is a long room that summons various monsters based on the pressure plates that are activated along the way. [R0524]
403 404 405	-	-	-	-	-	Gem Lode (T-S): A rich, partially-mined gemstone deposit. As opposed to an unmined cave, there will be equipment and possibly mine carts here. [R0525]
406 407	-	-	-	-	-	Gemstone Cave (S-M): A cave with unmined, hidden, or protected gemstone deposits. As

408						opposed to an unmined cave, there will be equipment and possibly mine carts here. [R0526]
CS	DU	MH	SH	TE	TO	Room Type and Description
409 410 411	-	-	-	-	-	Gemstone Cavern (L-H): A large gemstone cave. [R0527]
412 413 414	-	-	-	-	-	Geothermal Cave (S-M): A hot, steamy cave (which is probably directly adjacent to a geyser or hot water of some kind). [R0528]
415 416 417 418	-	-	-	-	-	Geothermal Cavern (L-H): A large geothermal cave. [R0529]
419 420 421	-	-	-	-	-	Geyser Cave (S-M): A cave with a dangerous spouting geyser in it. [R0530]
422 423 424	-	-	-	-	-	Geyser Cavern (L-H): A large, and likely very dangerous, geyser cave. [R0531]
425 426 427	-	-	-	-	-	Glittering Cave (S-M): A cave which casts radiant reflections when light is brought in (typically caused by fool's gold or crystals). [R0532]
428 429 430	-	-	-	-	-	Glittering Gallery (L-H): A large glittering cave. [R0533]
431 432 433 434	-	-	-	-	-	Gold Cave (S-M): A cave filled with partially-mined gold deposits. As opposed to an unmined cave, there will be equipment and possibly mine carts here. [R0534]
435 436 437	-	-	-	-	-	Gold Cavern (L-H): A large gold cave. [R0535]

-	-	-	358 359	350 351	-	Goods Hall (M-L): A place where goods are received, counted and stored for common use; less secure than a depository. [R0536]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	360 361	352 353	-	Granary (S-M): A room or silo where grain is stored. [R0537]
-	422 423	-	362 363 364	354 355	406 407 408	Grand Aerarium (L-H): A large, ancient treasure vault. [R0538]
-	-	-	365 366 367	356 357	-	Grand Aerary (L-H): A large medieval treasure vault, typically in a castle or temple. [R0539]
-	424 425	417 418	-	358 359	-	Grand Aquarium (L-H): A large aquarium. [R0540]
-	-	419 420	-	-	-	Grand Arboretum (L-H): A large arboretum. [R0541]
-	426 427	-	368 369 370	-	-	Grand Arena (H): A vast arena. [R0542]
-	428 429	-	371 372 373	-	-	Grand Armory and Forge (L-H): A large armory and forge area. [R0543]
-	430 431	-	374 375 376	-	-	Grand Armory (L-H): A vast armory. [R0544]
-	432 433	-	377 378 379	-	-	Grand Arsenal and Forge (L-H): A large arsenal and forge area. [R0545]
-	434	-	380 381 382	-	-	Grand Arsenal (L-H): A vast arsenal. [R0546]
-	435 436	421 422	-	-	-	Grand Aviary (L-H): A large aviary, likely suited to either a large number of flying creatures / monsters, or a huge flying denizen of some kind. [R0547]

CS	DU	MH	SH	TE	TO	Room Type and Description
438 439 440	-	-	-	-	-	Grand Cavern (H): An enormous cavern, likely with one or more chasms, tiered ledges, and/or a very high vaulted ceiling. [R0548]
-	-	423 424	-	-	-	Grand Gallery (H): A very large and exquisite (display) gallery. [R0549]
-	-	425 426 427	-	-	-	Grand Salon (L-H): A very formal and beautiful reception hall / salon. [R0550]
-	-	428 429	-	360 361	-	Grapery (S-M-L): A greenhouse where grapes are grown (typically for wine and/or potion brewing). [R0551]
-	436 438	-	-	362 363	-	Great Abattoir (L-H): A large slaughterhouse room or hall, where beasts or monsters are slain. [R0552]
440 441 442	-	-	-	-	-	Great Adamantite Delve (H): A vast adamantite delve. [R0553]
-	-	-	-	364 365	-	Great Adyton (L-H): A large, ancient sanctum sanctorum. [R0554]
-	-	-	-	366 367	-	Great Andron (L-H): A large andron. [R0555]
-	-	430 431	383 384 385	-	-	Great Chamber (L-H): Although somewhat confusing, this is a medieval term for a huge and more private room which is similar to a great hall but is intended for nobles' use. This distinction may mean (for example) that the entryway is protected by silence spells, or even that secret doors are needed to discover the great chamber. [R0556]
-	-	-	386 387 388	-	-	Great Hall (L-H): The most impressive hall in a stronghold. May include the throne room, or serve as a court. The hall is almost certainly well-guarded. [R0557]

-	-	432 433	389 390 391	-	-	Great Kitchen (L-H): A large room where food is prepared. In the game, this will include a great fireplace and/or firepit(s). [R0558]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	434 435	-	-	-	Great Room (L): A large and impressive room of comfort, combining the uses of a family room, a living room, and/or a study. [R0559]
-	-	-	-	368 369	-	Greater Almonry (L): A large almonry. [R0560]
-	-	436 437	-	-	-	Greenhouse (S-M-L): Anachronistic. In game terms, this is likely a conservatory which is lit and/or watered by powerful magic. [R0561]
-	439 440	-	392 393 394	370 371	-	Grinding Chamber (S): A small grinding room. [R0562]
-	441	-	395 396 397	372 373	-	Grinding Room (M-L): A grindstone room which serves (or which did serve) as a mill. [R0563]
443 444 445	-	-	-	-	-	Grof (T-S): A cavelet or pit with Nordic-themed carvings and/or decoration. [R0564]
447 448	442 443	-	-	-	-	Grot (T-S): A small grotto, or a sculpted feature within a larger space that has been sculpted to look like a cave (for ceremonial purposes?). [R0565]
449 450 451 452	444 445	-	-	-	-	Grotto (M-L): An artificial cave, or an artificially-enhanced cave. There may be painted walls, carved rock formations, a fountain, reliquaries, etc. [R0566]
453 454 455 456	-	-	-	-	-	Guano Cave (S-M): A cave filled with bats and bat droppings. [R0567]
457 458 459	-	-	-	-	-	Guano Cavern (L-H): A large guano cave. [R0568]

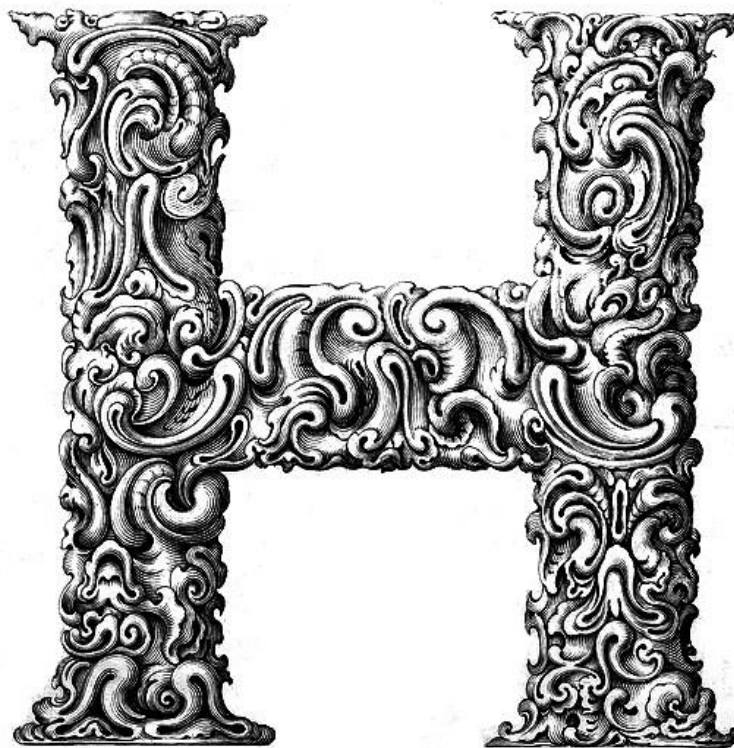
CS	DU	MH	SH	TE	TO	Room Type and Description
460	-	-	-	-	-	Guard Cave (S-M): A cave that is being used (likely by humanoids, giants, trolls, etc.) as a guardroom. [R0569]
461						
462						



CS	DU	MH	SH	TE	TO	Room Type and Description
463 464 465	-	-	-	-	-	Guard Cavern (L-H): A large guard cave. [R0570]
-	446 447	438 439	398 399 400	374 375	-	Guard Chamber (S): A small guardroom. [R0571]
-	448	-	401 402 403	376 377	-	Guard Hall (L-H): A large hall where troops are kept in defense. [R0572]
-	449 450	440 441	404 405 406	378 379	-	Guard Post (T-S): A specific position where troops keep watch. As opposed to a guardroom, a guard post is usually in an archway, at a door, or in an intersection. [R0573]
-	451 452	442 443	407 408 409	380 381	-	Guardroom (M): A decent-sized room where troops are stationed. [R0574]
-	-	444 445 446	410 411 412	382 383	-	Guest Chamber (S): A small guestroom. [R0575]
-	-	447 448 449	413 414	384 385	-	Guestroom (S-M): A sleeping room designed to host one or more guests in comfort. [R0576]
-	-	450 451	415 416	-	-	Guild Hall (L-H): A hall where a guild (an association of members of a profession, e.g. merchants, warriors, conjurers, thieves) assembles and convenes. [R0577]
-	-	452 453 454	417 418 419	386 387	-	Guild Room (M): A small guild hall. [R0578]
-	-	-	420 421 422	-	-	Gymnasium (L): In the Greek and Roman sense, this is a large area designed for troops or nobles to exercise and wrestle to keep in fighting trim. Similar to an exercise room, but

						likely better-equipped (rings, swing ropes, climbing walls or nets, etc. May be located inside or adjacent to a therma area. [R0579]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	455 456	423 424 425	388 389	-	Gynaeceum (M-L): A room that provides quarters for women, to the exclusion of men. (Example denizens: priestesses, vestals, Amazon warriors.) [R0580]
466 467 468	-	-	-	-	-	Gypsum Cave (S-M): A cave with gypsum surfaces, which is a form of crystal. [R0581]
469 470 471 472	-	-	-	-	-	Gypsum Cavern (L-H): A large gypsum cave. [R0582]





IS FOR HALL

... All at once I knew that I saw the dim outlines of the corridor and the cases, revealed by some unknown subterranean phosphorescence.

...

This **hall** was no relic of crudity like the temples in the city above, but a monument of the most magnificent and exotic art. Rich, vivid, and daringly fantastic designs and pictures formed a continuous scheme of mural painting whose lines and colours were beyond description. The cases were of a strange golden wood, with fronts of exquisite glass, and contained the mummified forms of creatures outreaching in grotesqueness the most chaotic dreams of man.

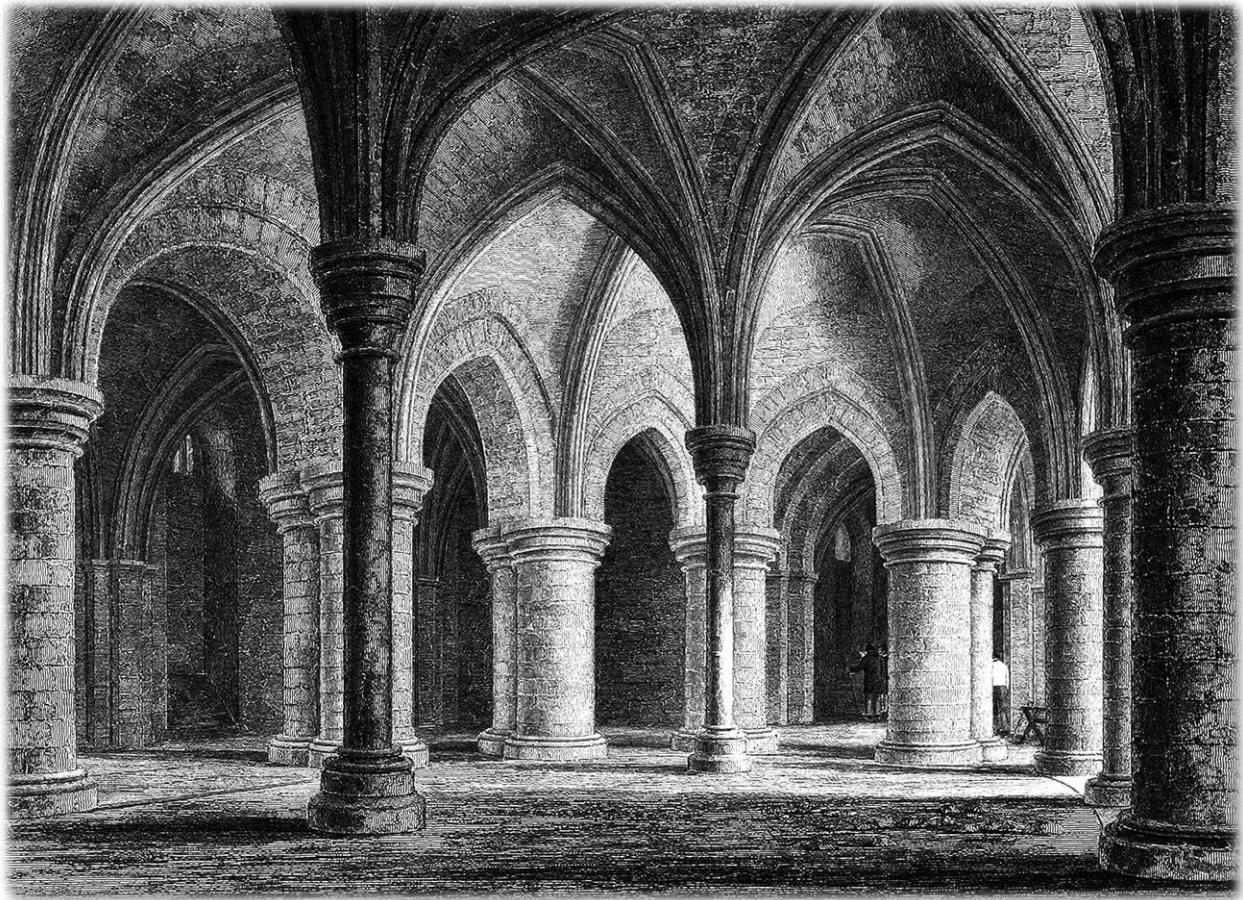
...

To crown their grotesqueness, most of them were gorgeously enrobed in the costliest of fabrics, and lavishly laden with ornaments of gold, jewels, and unknown shining metals ...

— *The Nameless City*, by H. P. Lovecraft

H is for Hall						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	426 427 428	390 391	-	Hall of Assembly (L-H): A large and ornate assemblage. [R0583]
-	-	-	-	392 393	409 410 411	Hall of Bones (L-H): A great mortuary hall, filled floor-to-ceiling with niches and alcoves where skeletal remains are deposited. [R0584]
-	-	-	429 430 431	-	-	Hall of Challenge (L-H): A dueling hall where stronghold personages meet in (typically non-lethal) combat, either as a test of might or as the resolution of a legal / honor challenge. [R0585]
-	-	-	-	394 395	-	Hall of Contemplation (L-H): A place where worshippers pray in silence, typically while holding hands or gathered closely. [R0586]
-	453 454	457 458 459	-	396 397	412 413 414	Hall of Doors (L-H): A room with a large number of doors, typically the entrance to a labyrinth or otherwise designed to confuse intruders. The classic example exists in <i>Alice's Adventures in Wonderland</i> . [R0587]
-	-	-	432 433 434	398 399	-	Hall of Healing (L-H): A hall where clerical magics are used to heal the faithful. [R0588]
-	-	-	435 436 437	400 401	415 416 417	Hall of Honor (L-H): A place where the stronghold ruler's ancestral treasures are displayed. [R0589]
-	-	-	-	402 403	-	Hall of Immortal Judgment (L-H): A hall of justice where judgment is passed not by mortals, but by the present avatar of a god or goddess. [R0590]
-	-	-	438 439 440	-	-	Hall of Judgment (L-H): A large legal court. [R0591]
-	-	460 461	-	-	-	Hall of Mirrors (L-H): A large hall filled with reflective surfaces, either to reflect light into

		462				otherwise-darkened rooms, or to serve as a confusing labyrinth. [R0592]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	404 405	418 419 420	Hall of Mourners (L-H): Similar to a hall of bones, but the emphasis is more on comfort for grievors than it is on storing remains. The dead will be concealed in urns, reliquaries, veiled niches, etc. [R0593]
-	-	-	-	406 407	421 422 423	Hall of Offerings (L-H): A hall where priests and worshippers offer treasures or sacrifices to their god, or to ancestors. [R0594]
-	455 456	463 464	441 442 443	408 409	-	Hall of Pools (L-H): A large pool room, likely including several pools instead of just one. A favorite great hall type preferred by alchemists and (mad?) wizards. [R0595]
-	-	-	-	410 411	-	Hall of Repentance (L-H): Similar to a confessional, but intended for use by many persons at once. In some religions, confession is a public rather than a private ritual; in other religions, the hall will feature many confessional niches or sub-rooms. [R0596]
-	-	-	-	412 413 414	-	Hall of Resurrection (L-H): A great sacred (or unholy?) hall where the faithful are brought back to life using divine (or infernal?) magics. [R0597]
-	-	465 466	444 445	-	-	Hall of Reverence (L-H): A hall made to honor a mortal individual (such as an emperor), or a bloodline (such as a line of kings and queens). There will be statues, tapestries, paintings, mosaics, etc. [R0598]
-	457	-	-	415 416 417	424 425 426	Hall of Runes (L-H): A hall covered in sacred writings. The hall is literally an “inhabitable book.” Characters may need to climb stairs or crawl into alcoves to read all of the inscriptions (spells?) in sequence. Inspired by Egyptian funerary hieroglyphics. [R0599]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	418 419 420	427 428 429	Hall of Souls (L-H): A hall of bones where the spirits of the dead remain, rather than passing on; a prime locale for sacred spirits, or for evil undead. [R0600]
-	-	467 468 469	446 447 448	421 422 423	430 431 432	Hall of Statuary (L-H): A hall filled with sacred or honorary statues. [R0601]
-	-	470 471	449 450 451	-	-	Hall of Tapestries (L-H): A hall whose walls are covered with depictions of sieges, battles won, claimed kingship, etc. [R0602]
-	458 459	-	-	424 425 426	433 434 435	Hall of the Dead (L-H): A hall of bones where the dead are interred in sarcophagi throughout the room, rather than in wall niches. [R0603]

-	460 461	472 473	452 453 454	427 428 429	436 437 438	Hall (L-H): A very large room, typically with rows of columns or pillars, which is used by a great number of people. Examples include Banquet Halls, Mezzanine Halls, Reception Halls, Trophy Halls, etc. The generic “Hall” can be used in a dungeon to indicate a large space that is used as a lair, but which had a former use that is now unknown. [R0604]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	462 463	-	455 456 457	-	-	Hamr (S-M): A small Nordic-themed barracks. A perfect lair for Viking warriors, berserkers, barbarians, etc. [R0605]
-	-	474 475	458 459 460	430 431 432	-	Harem (S-M-L): A secure and guarded room for ladies in waiting, wives, concubines, etc. [R0606]
-	-	476 477	461 462 463	-	-	Harness Chamber (S): A small harness room. [R0607]
-	-	-	464 465 466	-	-	Harness Hall (L-H): A large harness hall. The space is probably divided into stables, sub-rooms, etc. where mounts (not necessarily horses) can be quickly prepared for battle. [R0608]
-	-	478 479 480	467 468 469	-	-	Harness Room (M): A storeroom for tack, harness, and saddles. See also tack room; these are variations on a theme. [R0609]
473 474 475	464 465	-	-	-	-	Hatchery (S-M-L): A nursery where egg-laying monsters or denizens protect their young. Examples of egg-layers include dragons, giant ants, kobolds, lizard men, etc. [R0610]
-	466 467	-	-	-	439 440 441	Haugr (T-S-M-L): A Nordic-themed crypt or tomb. [R0611]
-	-	481 482	-	433 434 435	-	Haven (S-M): A secret or sheltered room. Similar to a sanctuary, but the emphasis is less

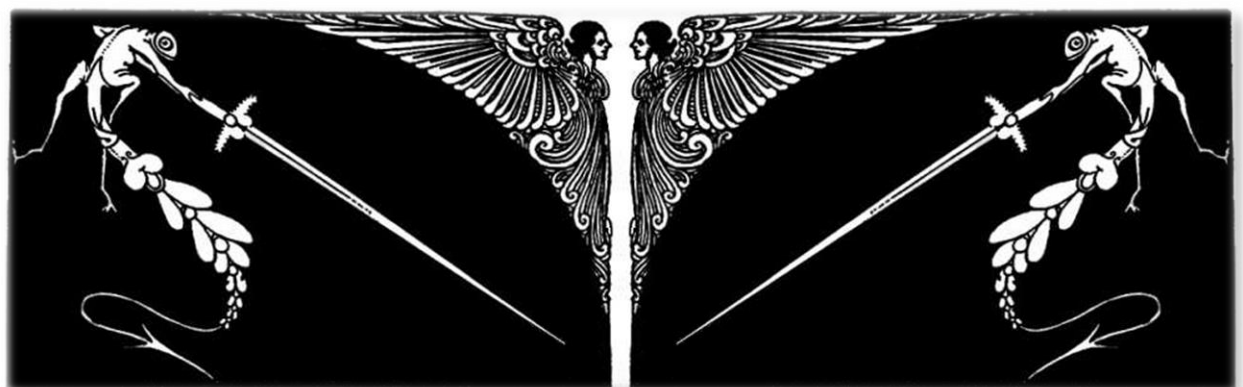
						on worship and more on comfort and privacy. [R0612]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	468 469	483 484	470 471 472	436 437 438	-	Hearth Chamber (S): A small hearth room. [R0613]
-	470	485 486	473 474	439 440 441	-	Hearth Hall (L-H): A large hearth room; there might even be room for two or three separate hearths, depending on the room layout and size. [R0614]
-	471 472	487 488	475 476	442 443 444	-	Hearth Room (M): A room dominated by a hearth (a large fireplace). [R0615]
-	-	-	-	445 446 447	-	Helieum (L-H): A temple room devoted to the divine sun, or a sun god / goddess. Actually found underground as well; probably due to nocturnal peoples praying for the sun to light their way magically where it cannot do so naturally. [R0616]
476 477 478	-	-	-	-	-	Hellir (S-M-L): A cave with Nordic-themed carvings and/or decoration. [R0617]
-	-	489 490	-	448 449 450	-	Herbarium (S-M): A room devoted to the storing and study of herbs. In the game, the herbs are likely to be important (medicinal, spell reagents, and/or poisons). [R0618]
479 480 481	473 474	-	-	-	442 443 444	Hermitage (T-S-M): The chamber where a hermit dwells. [R0619]
-	-	-	477 478	451 452 453	445 446 447	Heroum (T-S-M): A shrine chamber dedicated to a hero (a valorous mortal who performed deeds, as opposed to a demigod, god or goddess). [R0620]



CS	DU	MH	SH	TE	TO	Room Type and Description
482 483 484	475 476	-	-	-	448 449 450	Hideout (M-L): A room where denizens hide to avoid detection. [R0621]
485 486 487	476 477	491 492	479 480	454 455 456	451 452 453	Hiding Place (T-S): Similar to a hideout, but smaller and more improvised. [R0622]
-	-	-	-	457 458 459	454 455 456	Hieron (M-L-H): An ancient sanctuary or temple, featuring a shrine. [R0623]
488 489 490 491	478 479	-	-	-	457 458 459	Hole (T-S): A small room with a very small unintended entrance, or a rough / collapsed floor. A “hole” implies a pitfall that has resulted either from structural degradation, an unfinished excavation, or the burrowing of some creature. [R0624]
-	-	-	481 482	460 461 462	-	Holl (L-H): A large Nordic-themed hall. [R0625]
492 493 494	480 481	-	-	-	460 461 462	Hollow (T-S): A small, irregularly-shaped area. Not a planned room, just an open space that can be used. Examples include a collapsed cave wall which can be climbed into, a hollow tree, or a place where a large stone block has been removed to expose the earth. [R0626]
495 496 497	482 483	-	-	-	-	Hollowed Trash Heap (L-H): These are piles of filth, rubble, stumps, dead trees, burned timber and various other types of debris. The trash heap is hollowed and used as a lair by creatures such as giant rats, gremlins, spiders, kobolds and so forth. Some are abandoned, but most are lairs. Any adventurer larger than a gnome or halfling will be reduced to crawling through the claustrophobic tunnels on hands and knees. [R0627]

-	484 485	-	483 484	-	463 464 465	Hollowed Wall (T-S-M): A hollow within a very wide structural wall. The wider walls of Castle Oldskull (for example) still stand, although they are frequently crumbled into ruin at the points where siege damage or collapsed towers have created huge hills of rubble. Here, the opened walls are sometimes turned into small cave-like areas by industrious creatures. [R0628]
CS	DU	MH	SH	TE	TO	Room Type and Description
498 499 500 501	486 487	-	-	-	466 467 468	Holr (T-S): A hollow with Nordic-themed carvings and/or decoration. [R0629]
-	-	493 494	485 486	-	-	Horological Hall (L-H): A large horologium. [R0630]
-	-	495 496	487 488 489	463 464 465	-	Horologium (S-M): A room or locale containing a clock, sundial, or magical timepiece. [R0631]
-	-	497 498 499	490 491 492	466 467 468	-	Hospitalium (S): An ancient guest chamber. [R0632]
-	-	500 501 502	493 494 495	469 470 471	-	Hospitium (M): An ancient guestroom. [R0633]
-	-	503 504 505	496 497 498	-	-	Hostel (M-L): Outside of the modern definition, this is a combination kitchen and sleeping place, where travelers or transient visitors are served as needed. This might be (for example) an overflow kitchen / barracks in a stronghold, where more men are lodged and cared for while an army is amassing. [R0634]
-	488 489	-	-	-	469 470 471	Hrt (L): A large Egyptian-themed tomb. [R0635]

-	-	-	499 500	472 473 474	472 473 474	Hrt Ib (L-H): An Egyptian-themed ceremonial hall. [R0636]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	506 507 508	501 502 503	-	-	Hunters' Hall (L-H): A hall filled with beast and monster trophies, famous and/or sundered weapons, pelts, skins, tusks, and (traditionally) a stuffed grizzly bear (or badgerbear?). [R0637]
-	-	509 510	-	475 476 477	-	Hursu (T-S-M): An Akkadian- or Babylonian-themed larder, pantry, or storeroom for food. [R0638]
-	490 491	-	-	478 479 480	475 476 477	Hwt Ka (S-M): An Egyptian-themed funerary chapel. [R0639]
-	-	-	-	481 482 483	-	Hwt (L-H): An Egyptian-themed temple. [R0640]
502 503 504	492 493	-	-	-	-	Hylr (S-M): A Nordic-themed pool cave or pool room. [R0641]
-	494 495	511 512	504 505	484 485 486	-	Hypocaust (M): A large hypocaust chamber. [R0642]
-	496 497	513 514	506 507	487 488 489	-	Hypocaust Chamber (T-S): An underground room with burning materials (magical?), designed to heat the floor and space of the room above. May be situated below a calidarium, or simply used by a noble to heat an area during the winter etc. [R0643]
-	498 499	-	-	490 491 492	478 479 480	Hypogeum (S-M-L): An ancient cellar, which may also be a tomb. [R0644]
-	-	515 516	508 509 510	493 494 495	-	Hypostyle Hall (L-H): A hall with many ornate columns. [R0645]





IS FOR INQUISITORIAL CHAMBER

My outstretched hands at length encountered some solid obstruction. It was a wall, seemingly of stone masonry — very smooth, slimy, and cold.

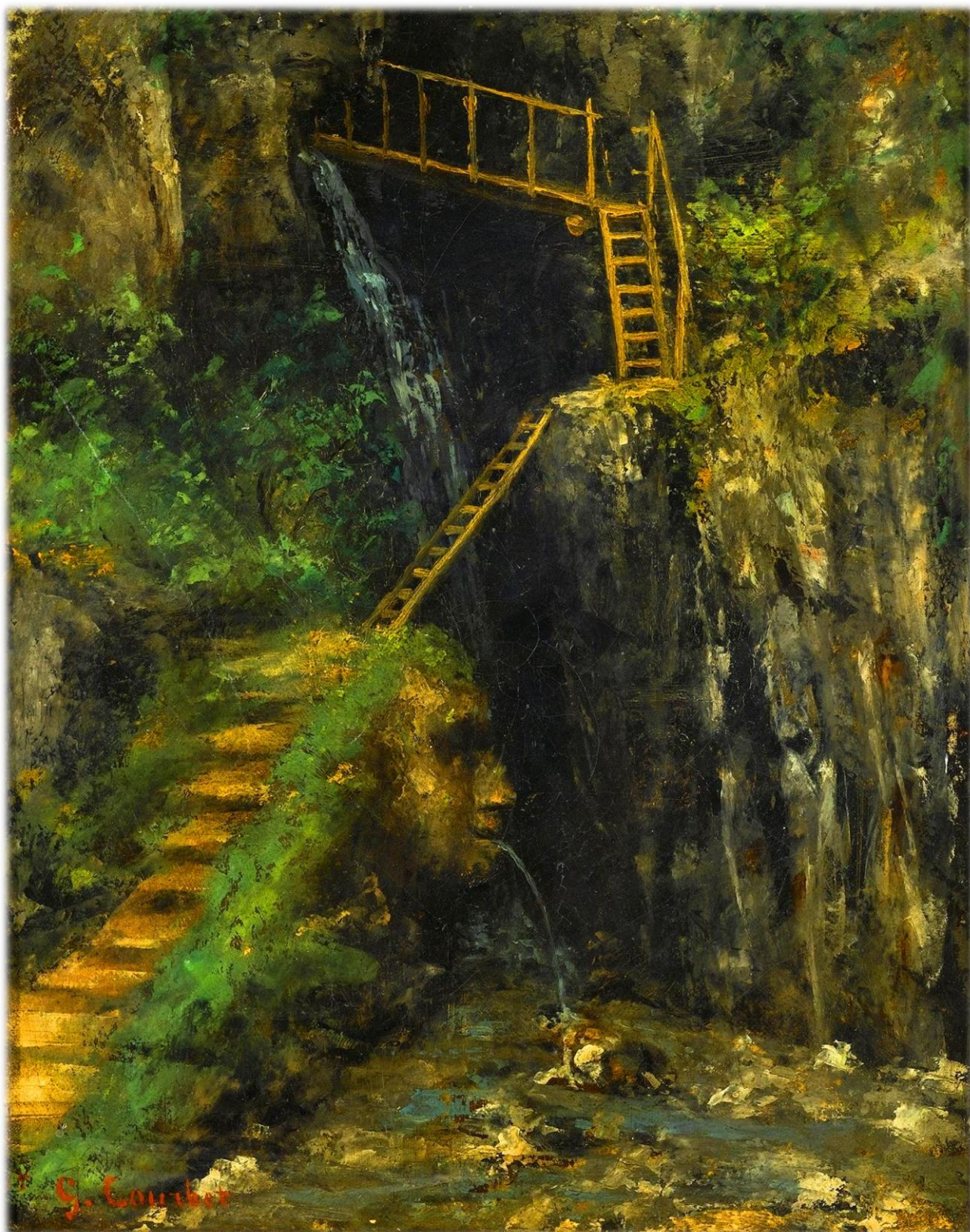
...

This process, however, afforded me no means of ascertaining the dimensions of my dungeon; as I might make its circuit, and return to the point whence I set out, without being aware of the fact; so perfectly uniform seemed the wall. I therefore sought the knife which had been in my pocket, when led into the **inquisitorial chamber**; but it was gone ...

— *The Pit and the Pendulum*, by Edgar Allan Poe

I is for Inquisitorial Chamber						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	500 501	-	-	496 497 498	-	Ibw (T-S-M): An Egyptian-themed refuge or shelter. [R0646]
505 506 507	-	-	-	-	-	Ice Cave (S-M): A cave with surfaces made not of stone, but rather ice. [R0647]
508 509 510	-	-	-	-	-	Ice Cavern (L-H): A large ice cave. [R0648]
-	502 503	517 518	511 512	-	-	Ice Chamber (S): A small icehouse. [R0649]
-	504 505	519 520 521	513 514	-	-	Icehouse (M): A sealed vault where sawdust or magic are used to keep blocks of ice. [R0650]
511 512 513	506 507	-	-	-	481 482 483	Idol Grotto (S-M-L): An artificial cave made to highlight a centerpiece idol, statue, or icon. [R0651]





CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	515 516	-	-	Idrt (L-H): An Egyptian-themed hall. [R0652]
-	508 509	-	-	-	-	Ikw (L-H): An Egyptian-themed quarry. [R0653]
-	510 511	522 523	-	499 500 501	484 485 486	Illusory Chamber (S): A small illusory room. [R0654]
-	512 513	524 525	-	502 503 504	487 488 489	Illusory Room (M-L): A room with illusionary features, typically designed to hide a trap or frighten intruders. [R0655]
-	514	-	-	-	490 491 492	Imht (S-M): An Egyptian-themed room of shadows, leading into the netherworld. [R0656]
-	-	526 527	517 518	505 506 507	-	Immense Archive (H): A very large archive; perhaps with multiple levels, ladders, stairs, etc. [R0657]
-	515 516	-	-	508 509 510	493 494 495	Imnt (T-S-M): An Egyptian-themed secret room. [R0658]
-	-	-	519 520	511 512 513	-	Infirmery (M-L): Similar to a hall of healing, but intended for long-term healing (and with less magical intervention in the process). [R0659]
-	-	-	-	-	-	Inglenook (T): (This entry is for completeness purposes for readers only, and does not appear on the random tables as a separate space.) A small alcove situated next to a fireplace or firepit. [R0660]
-	-	-	-	514 515 516	-	Inner Chamber (T-S-M): A private room near to the main temple, where priests meet with one another. [R0661]

-	-	-	-	517 518 519	-	Inner Ward (S-M): Similar to an inner chamber, but likely secret and/or fortified. [R0662]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	517 518	-	521 522 523	520 521 522	-	Inquisition / Inquisitorial Chamber (T-S-M): A room where heretics are questioned (and perhaps given a chance to repent) prior to torture. See also interrogation chamber. [R0663]
-	-	528 529	524 525 526	523 524 525	-	Inscription Chamber (S): A room where scribes copy scrolls, tablets, etc. See also scriptorium. [R0664]
-	-	530 531 532	527 528	-	-	Instrument Chamber (T-S): A smaller instrument room. [R0665]
-	-	533 534	529 530	-	-	Instrument Room (M): A room where delicate instruments (e.g., alchemical) are stored and/or used. [R0666]
-	519 520	-	-	526 527 528	496 497 498	Internment Chamber (T-S-M): The room where dead bodies are moved to their final burial places. Or, a small prison. [R0667]
-	521 522	-	531 532 533	-	-	Interrogation Chamber (T-S): A room where prisoners are questioned. [R0668]
-	523	-	534 535 536	-	-	Interrogation Room (M): A larger interrogation chamber. These spaces are rarely large, as claustrophobia is an important factor in effective interrogations. [R0669]
-	-	535 536	537 538	529 530 531	-	Ipa (S-M): An Egyptian-themed office, or bedchamber of an official. [R0670]
514 515 516 517	-	-	-	-	-	Iron Cave (S-M): A cave with natural and partially-mined iron deposits. As opposed to an unmined cave, there will be equipment and possibly mine carts here. [R0671]
518	-	-	-	-	-	Iron Cavern (L-H): A large iron cave. [R0672]

519 520						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	537 538	539 540	532 533 534	-	Isi (M-L): An Egyptian-themed archive, council chamber, or workshop. [R0673]
-	524 525	-	-	-	499 500 501	Isittu (S-M-L): An Akkadian- or Babylonian-themed treasure vault. [R0674]
-	526	-	-	-	502 503 504	Itima (S-M): A Sumerian-themed darkroom. [R0675]
-	-	-	-	535 536 537	505 506 507	Iwnn (S-M): An Egyptian-themed sanctuary. [R0676]
-	-	-	541 542	538 539 540	-	Iwnyt (L-H): An Egyptian-themed pillared hall. [R0677]





IS FOR JAIL

Lord George Gordon ... died in 1793, of gaol-fever, in one of the cells of Newgate, after several years of confinement, for libelling the Queen of France. The poor, mad lord, whose rioters had turned the **jail** into a ruin once, found it strong enough to hold him and his fantastic visions securely in the end. Here is Dickens's description of the attack upon the prison, caused by him ...

...

There was more than one woman there, disguised in man's attire, and bent on the rescue of a child or a brother. There were the two sons of a man who lay under the sentence of death, and who was to be executed, along with three others, the next day but one. There was a great party of boys, whose fellow pickpockets were in the prison; and, at the skirts of all, a score of miserable women, outcasts from the world, seeking to release some other fellow creature as miserable as themselves, or moved by general sympathy, perhaps, God knows, with all who were without hope and wretched.

Old swords ... sledge-hammers, knives, axes, saws, and weapons pillaged from the butcher shops; a forest of iron bars and wooden clubs; long ladders for scaling the walls, each carried on the shoulders of a dozen men; lighted torches, tow smeared with

pitch, and tar, and brimstone; staves roughly plucked from a fence and paling; and even crutches taken from crippled beggars on the streets composed their arms. When all was ready, Hugh and Dennis ... led the way. Roaring and chafing like an angry sea, the crowd pressed after them ...”

— *In Jail with Charles Dickens*, by Alfred Trumble

J is for Jail						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	527 528	-	543 544	541 542 543	-	Jail (S-M-L, with L implying many cells): Similar to a gaol, but more “modernized” (likely with reinforced bars and a more secure guardroom). [R0678]
521 522 523	-	-	-	-	-	Jewel Cave (S-M): A gemstone cave with highly valuable deposits. [R0679]
524 525 526	-	-	-	-	-	Jewel Cavern (L-H): A large jewel cave. [R0680]
-	529 530	-	545 546	-	508 509 510	Junk Room (S-M): A room filled with random discarded objects. [R0681]



IS FOR KNIGHTS' HALL

They led [the quartering **knight**] Don Quixote into a room, and Sancho removed his armour, leaving him in loose Walloon breeches and chamois-leather doublet, all stained with the rust of his armour; his collar was a falling one of scholastic cut, without starch or lace, his buskins buff-coloured, and his shoes polished. He wore his good sword, which hung in a baldric of sea-wolf's skin, for he had suffered for many years, they say, from an ailment ... over all he threw a long cloak of good grey cloth ...

— *Don Quixote*, by Miguel de Cervantes, translated by John Ormsby

K is for Knights' Hall						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	531	-	-	-	511 512	Karmu (S-M-L): A Sumerian-themed ruined chamber or ruined room. [R0682]

					513	
CS	DU	MH	SH	TE	TO	Room Type and Description
-	532 533	-	547 548	-	-	Keep (L-H): Typically the inmost fortified area of the stronghold. If there is a donjon, it is likely in the center of the keep. Underground, this will be a locked, guarded, and fortified region of the dungeon level. [R0683]
-	-	539 540	-	544 545 546	514 515 516	Kelda (S-M): A Nordic-themed fountain room. [R0684]
-	534 535	-	-	-	517 518 519	Kila (S-M-L): A Sumerian-themed excavation room. [R0685]
-	536 537	-	-	-	520 521 522	Kimah (S-M-L): A Sumerian-themed tomb. [R0686]
-	-	541 542	549 550	547 548 549	-	Kitchen (M): A room where food is prepared. In gaming terms, will include a fireplace, cauldron, work tables, etc. [R0687]
-	-	543 544	551 552	550 551 552	-	Kitchen Chamber (S): A small kitchen. [R0688]
-	-	545 546	553 554	-	-	Kneipe (S-M): A drinking (and reveling) room. [R0689]
-	-	-	555 556	-	-	Knights' Hall (M-L-H): The hall where the stronghold's champions are honored, attended to, and possibly quartered. [R0690]
-	538 539	-	-	-	523 524 525	Kukku (S-M-L): An Akkadian- or Babylonian-themed room of shadows, leading into the netherworld. [R0691]
-	-	-	-	553 554 555	526 527 528	Kummu: An Akkadian- or Babylonian-themed shrine. [R0692]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	556	-	Kunukku: An Akkadian- or Babylonian-themed storeroom, which is locked or sealed. [R0693]
				557		
				558		





IS FOR LABYRINTH

"Farewell, brave Theseus."

So the young man took the end of the silken string in his left hand, and his gold-hilted sword, ready drawn from its scabbard, in the other, and trod boldly into the inscrutable **labyrinth**.

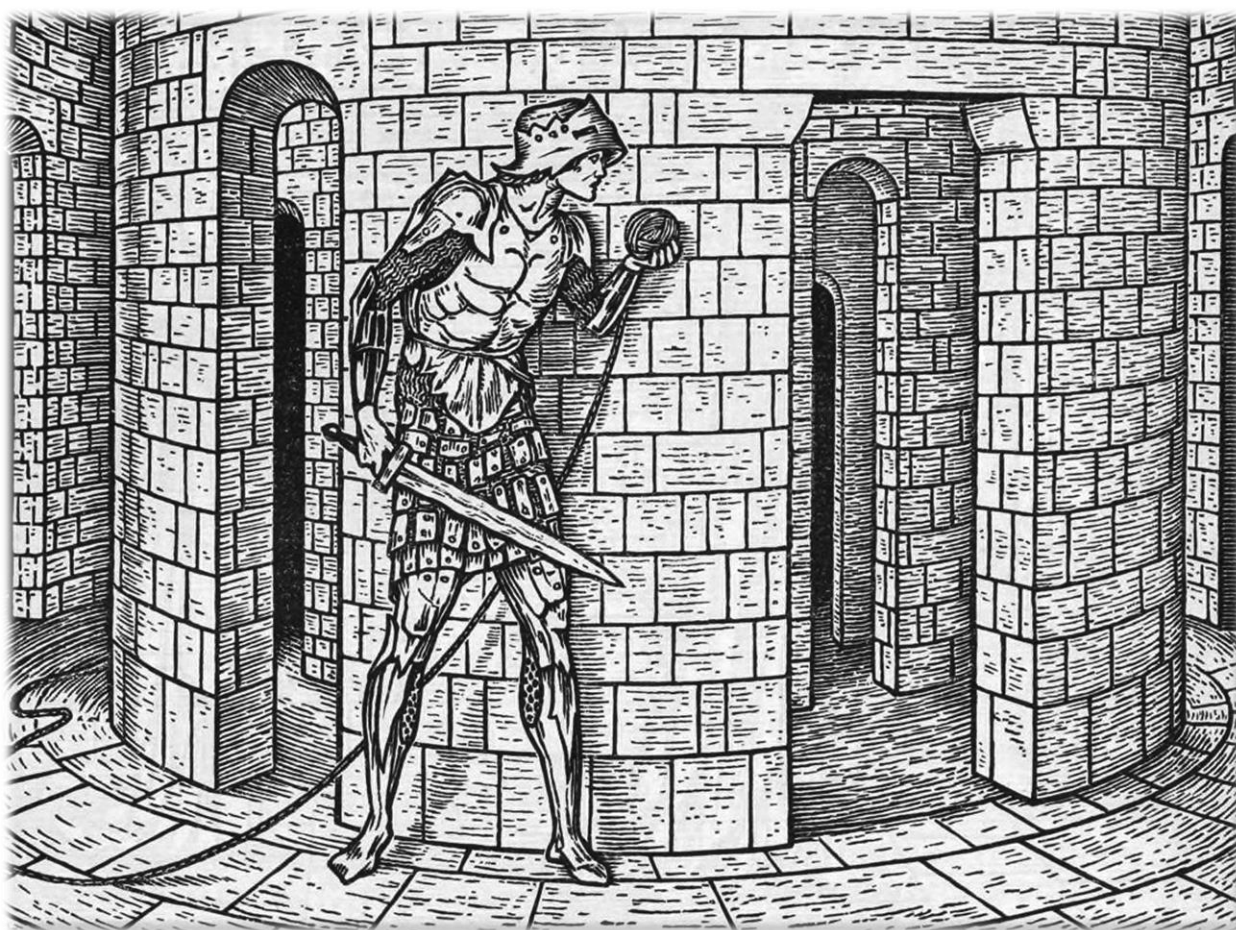
...

Theseus had not taken five steps before he lost sight of Ariadne; and in five more his head was growing dizzy. But still he went on, now creeping through a low arch, now ascending a flight of steps, now in one crooked passage and now in another, with here a door opening before him, and there one banging behind, until it really seemed as if the walls spun round, and whirled him round along with them. And all the while, through these hollow avenues, now nearer, now farther off again, resounded the cry of the Minotaur; and the sound was so fierce, so cruel, so ugly, so like a bull's roar, and withal so like a human voice, and yet like neither of them, that the brave heart of Theseus grew sterner and angrier at every step ...

...

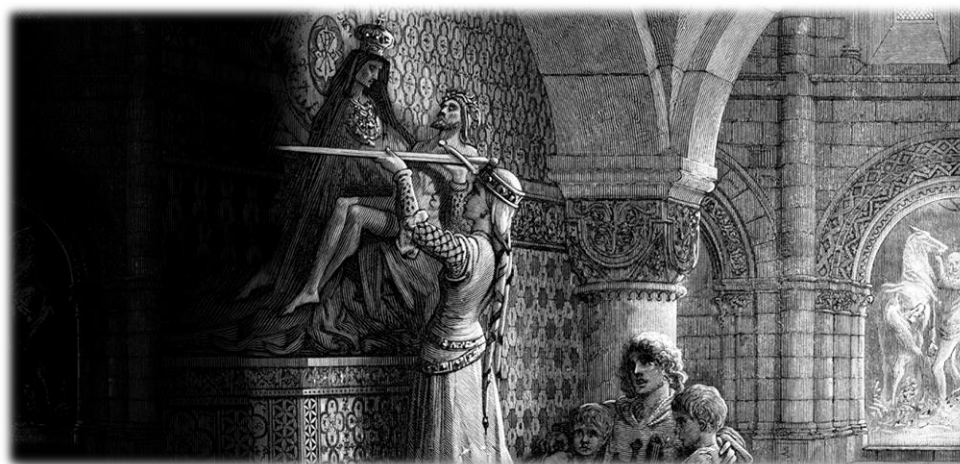
But still he followed the dreadful roar of the Minotaur, which now grew louder and louder, and finally so very loud that Theseus fully expected to come close upon him, at every new zigzag and wriggle of the path. And at last, in an open space, at the very centre of the labyrinth, he did discern the hideous creature ...

— *Theseus and the Minotaur*, as retold in *A Wonder Book and Tanglewood Tales*, by Nathaniel Hawthorne



L is for Labyrinth						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	540 541	547 548	557 558	-	-	Laboratory (Alchemical) (S-M-L): A room which is used for alchemical experimentation, meaning the creation and transmutation of solids, liquids, and gases. The room probably

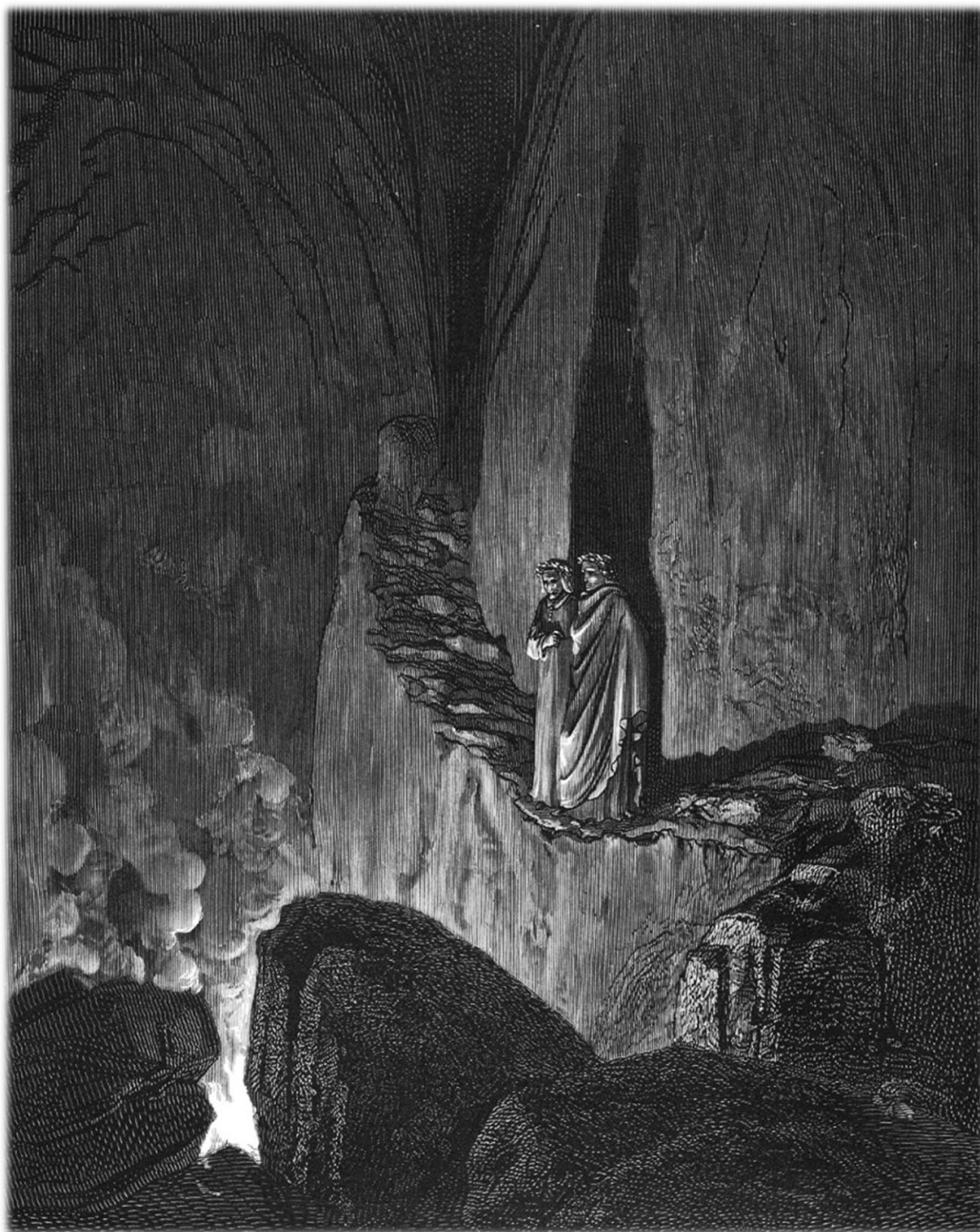
						has magical potions, poisons, and/or material spell components in addition to laboratory equipment. [R0694]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	542 543	549 550 551	559 560	-	-	Laboratory (Magical) (S-M-L): Similar to an alchemical laboratory, but the laboratory has additional space and features for the conjuration, control, and/or dismissal of magical creatures (such as a magical circle of protection). There may also be tools for the creation and protection of planar gates, such as planar tuning forks or resonant chimes. [R0695]
-	544 545	-	-	-	529 530 531	Labyrinth (L-H): A maze which has a ceremonial, divine, or supernatural purpose. [R0696]
527 528 529	-	-	-	-	-	Labyrinthine Cavern (L-H): A cavern with many columns and branching pathways, creating a maze-like natural space. [R0697]
530 531 532 533	-	-	-	-	-	Labyrinthine Warrens (H): A labyrinthine cavern which has been expanded by burrowing beasts, monsters, or humanoids. [R0698]
-	-	552 553 554	-	-	-	Laconicum (S-M-L): A Roman-style sauna. [R0699]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	555 556 557	561 562	-	-	Lady's Chamber (S-M): A bedchamber, or salon, belonging solely to a noblewoman. [R0700]
-	546 547	558 559 560	563 564	559 560 561	532 533 534	Landing (T-S): An open space or room between two flights of stairs. By technical definition, this room would have stairs up and another flight of stairs down, but you can adjust this (or simply block off one flight with rubble, a magic gate, etc.) as needed for your floorplan. [R0701]
-	548 549	-	-	562 563 564	535 536 537	Lararium (T-S): A small Roman-themed netherworld shrine. [R0702]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	550 551	561 562	565 566	-	-	Larder (M): A cool room where preserved food is stored. The “food” might be horrific, in some cases; for examples, ogres have been known to keep “larders” which are basically prisons for humans and demi-humans with broken limbs. [R0703]
-	552 553	563 564	567 568	-	-	Larder Chamber (S): A small larder. [R0704]
-	554 555	-	569 570	565 566 567	-	Latrine (T): A crude communal garderobe. [R0705]
-	556	-	571 572	568 569 570	-	Latrine Chamber (S-M): A room filled with multiple latrine alcoves. [R0706]
-	-	565 566	-	-	-	Launderer’s Room / Laundry Room (S-M): A room where clothes are cleaned. Unlikely to exist in most places, but in the game it seems likely that nobles would use magic to clean their clothing and a room with servants would accommodate that function. [R0707]
534 535 536	-	-	-	-	-	Lava / Magma Cave (S-M): A cave with exposed liquid magma; or, a cave (such as the nexus of several lava tubes) which was formed by lava, but then cooled over the centuries. In the latter instance, the source of magma is still close by. And as a scientific distinction, “lava” is magma that reaches the surfaces, while “magma” remains underground (without surface access). [R0708]
537 538 539	-	-	-	-	-	Lava / Magma Cavern (L-H): A large lava cave. [R0709]



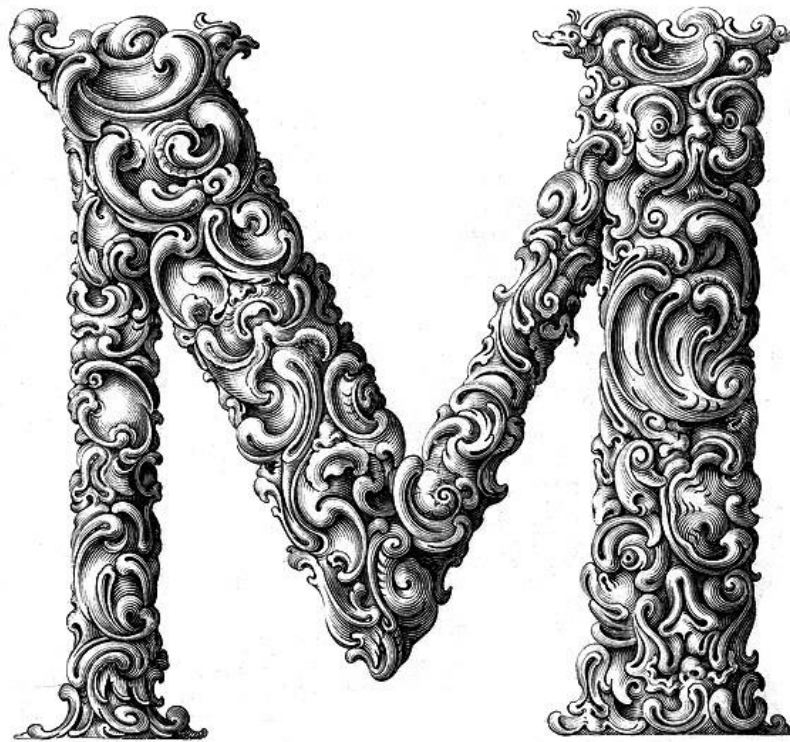
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	567 568	-	-	-	Lavatorium (S-M): A Roman-themed lavatory. [R0710]
-	-	569 570	573 574	571 572 573	-	Lavatory (S-M): A decent-sized washroom. [R0711]
-	557 558	-	-	574 575	-	Lazarette (T-S-M-L): A secure room for the care, or at least the confinement, of lazars (diseased people or creatures). [R0712]
540 541 542	559 560	-	-	-	538 539 540	Leaching Cesspool (S-M-L): A cesspool with underlying sewer works (submerged narrow passages), so that waste can flow out of the area. [R0713]
543 544 545	-	-	-	-	-	Lead Cave (S-M): A cave filled with valuable and partially-mined lead deposits. As opposed to an unmined cave, there will be equipment and possibly mine carts here. [R0714]
546 547 548	-	-	-	-	-	Lead Cavern (L-H): A large lead cave. [R0715]
549 550 551	561	-	-	-	-	Leap (T-S-M): A good jumping-off point (for example, down into a pool below); or, grimly, can alternately mean the place where someone committed suicide. [R0716]
-	-	-	-	576 577	-	Lesser Almonry (S): A small almonry. [R0717]
-	-	571 572 573	575 576	578 579	-	Library (M-L-H): A formal archive, where books, scrolls, and/or tablets are kept and organized. [R0718]
-	-	574 575	577 578	580 581	-	Lightwell (T-S-M): An unroofed space which is not really a room, but which is created to allow sunlight into adjacent windowed rooms. [R0719]

552	-	-	-	-	-	Limestone Cave (S-M): A solutional cave, created by the acid in groundwater decaying the stone in the immediate area. [R0720]
553						
554						
555						
CS	DU	MH	SH	TE	TO	Room Type and Description
556	-	-	-	-	-	Limestone Cavern (L-H): A large limestone cave. [R0721]
557						
558						
559						
560	-	-	-	-	-	Littered Cave (S-M): A cave whose floor is covered with trash, debris, husks, and/or the remains of prey. [R0722]
561						
562						
563	-	-	-	-	-	Littered Cavern (L-H): A large littered cave. [R0723]
564						
565						
-	-	576 577	-	-	-	Living Room (S-M): The room most intended for rest and comfort. Technically less private and more inviting to outsiders than a family room, although the distinction is often lost. [R0724]
-	-	-	-	-	-	Lobby (S-M-L): (This entry is for completeness purposes for readers only, and does not appear on the random tables as a separate space.) A large room that leads outside. In the game, while too informal for a stronghold, a manor house might have a lobby if (for example) it is the residence of an archmage or alchemist who sells spells or identifies magic items for a price. Technically, a great inn (consider <i>The Shining</i> for haunted dungeon potential) or hunting lodge might have a lobby as well. If you would like to include such a space, you can do so without random selection. [R0725]
-	-	-	-	582 583	-	Locutorium (S-M): A room in a temple, where priests, monks, acolytes, and/or the faithful converse. Typically designed as a gathering

						area so that ceremonial areas are kept formal and silent. [R0726]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	578 579	579 580	-	-	Loft (T-S-M): A room above ground level, converted to a bedroom or similar space, which was previously used for something else. In the game, for example, this might be a former storeroom in a castle which has been cleared to serve as temporary quarters for a new henchman or follower. [R0727]
-	-	-	581 582	584	-	Lokrekkja (T): A cramped Nordic-themed sleeping alcove (space for one servant or warrior). [R0728]
-	-	580 581	583 584	585 586	-	Long Gallery (L-H): A long, narrow room. By design, this is a living space or display space, so it is not a corridor or passageway. It is probably 20' long and has (for example) artwork, chairs, tables, etc. [R0729]
-	562	-	585 586	-	-	Lookout (T-S-M): A room or locale which looks out over a lower area, as a place of vigil and/or to watch out for intruders. [R0730]
-	-	-	587 588	587	-	Lopt (L-H): A Nordic-themed hall with a ceiling open to the sky. [R0731]
-	-	582 583 584	589 590	-	-	Lord's Chamber (S-M): A bedchamber or salon intended for the exclusive use of a male noble. See also lady's chamber. [R0732]
-	-	585 586	-	-	-	Lounge (S-M): A furnished room which serves as a waiting area. The term is rarely period-accurate, if that bothers you; but it does appear in dungeon modules from time to time. [R0733]
566 567 568	-	-	-	-	-	Low-Ceilinged Cave (S-M): A cave with a ceiling height of less than 6'. [R0734]
569 570 571	-	-	-	-	-	Low-Ceilinged Cavern (L-H): A large low-ceilinged cave. [R0735]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	587 588	591 592	-	-	Lumber Room (S-M): A storeroom for scrap wood, damaged furniture, and so forth. [R0736]
-	-	589 590	-	588	-	Lyceum (L-H): A renowned hall of learning. This may be an ornate library, reception hall, amphitheater, etc. [R0737]





IS FOR MUSHROOM FOREST

"It is only," he said, in his coolest manner, "a **forest of mushrooms.**"

On close examination I found that he was not mistaken. ... Here were white mushrooms, nearly forty feet high, and with tops of equal dimensions. They grew in countless thousands — the light could not make its way through their massive substance, and beneath them reigned a gloomy and mystic darkness.

Still I wished to go forward. The cold in the shades of this singular forest was intense. For nearly an hour we wandered about in this visible darkness ...

— *Journey to the Center of the Earth*, by Jules Verne, as rewritten in Griffith and Farran

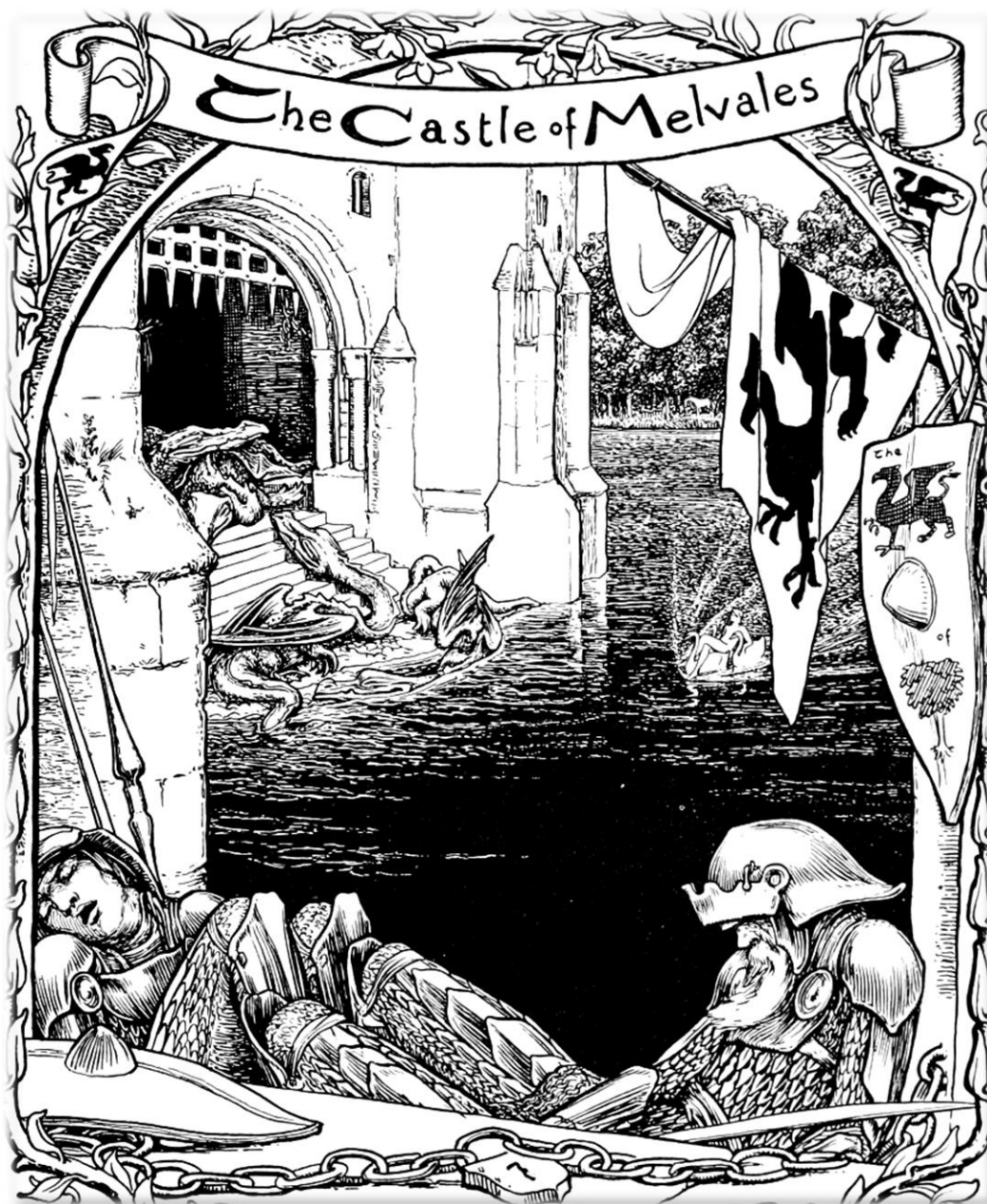


M is for Mushroom Forest						
CS	DU	MH	SH	TE	TO	Room Type and Description
572 573 574	-	-	-	-	-	Majestic Aerie (H): A vast, high-ceilinged cavern with ledge(s) used as a lair by flying creature(s). [R0738]
-	-	-	593 594	589 590	541 542 543	Makkuri (S-M-L): An Akkadian- or Babylonian-themed treasure vault. [R0739]
-	563 564	-	-	-	-	Manufactorum (L-H): An ancient manufactory. The real world examples are chiefly Roman, and were for the mass production of boots, clothing, tools, etc. [R0740]
-	565	-	595 596	-	-	Manufactory (L-H): The medieval term for a very large workshop (factory). This might be a place where humanoids, slaves, or servants make torches, traps, siege engines, doors, colossi, chains, or whatever. [R0741]
575 576 577	566 567	-	-	-	544 545 546	Manzazu (S-M-L): A Sumerian-themed lair. (Examples of Sumerian monsters include demons, ghosts, griffons, lamassu, etc.) [R0742]
-	-	591 592	597 598	591 592	-	Map Chamber (S): A small map room. [R0743]
-	-	593 594	599 600	593 594	-	Map Room (M): A room where maps, charts or even architectural models are studied displayed. Technically not an art gallery, so the maps are almost certainly used for planning and/or defense. [R0744]
-	568 569	-	-	595 596	547 548 549	Martyrium (T-S-M): A sacred sanctuary or tomb, where the remains and/or relics of a martyr are kept. [R0745]
-	-	-	-	597 598	-	Marw (S): An Egyptian-themed observation chamber. [R0746]
-	570 571	-	-	-	550 551 552	Mass Grave (L-H): A room or cavern filled with many dead bodies, which were deposited

						quickly (after a battle, disaster, massacre, plague, etc.). [R0747]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	599 600	553 554 555	Massaku (S-M-L): An Akkadian- or Babylonian-themed chamber of general purpose. Likely dedicated to the veneration of themed divinities, demons, monsters, etc. [R0748]
-	-	-	-	601 602	556 557 558	Mausoleum (L-H): A very large and ornate tomb. Technically, a nonesuch that is a free-standing building; but in the game, this could certainly be a complex or sub-level filled with guardian constructs, traps, treasures, etc. [R0749]
-	572 573	-	-	-	559 560 561	Maze (L-H): A “room” comprised of many narrow corridors, designed to confuse, delay or trap intruders. [R0750]
-	574 575	-	601 602	603 604	-	Mechanical Room (S-M): A room featuring some kind of contraption (steam works, or the gears below an automaton, or the under-works of a trap, or something similar). [R0751]
-	-	-	-	605 606	-	Meditation Chamber (S-M): A room where priests pray to discern the will of their god. [R0752]
-	-	595 596	603 604	-	-	Meeting Room (S-M): A place with tables and chairs, where minor officials or students gather to discuss their plans. [R0753]
-	-	-	605 606	607 608	-	Megaron (L-H): An ancient, columned great hall. [R0754]
-	-	597 598	607	609 610	562 563 564	Memorial Chamber (S-M): A room devoted to priests, heroes, and/or worshippers who have passed away. [R0755]
-	-	-	608	611	-	Mesitu (T-S): A narrow Akkadian- or Babylonian-themed storeroom. [R0756]
-	-	-	609 610	-	-	Mess Hall (L-H): A general dining hall, used by the stronghold’s troops and servants. [R0757]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	576	-	-	-	565 566 567	Mestaku (T): An Akkadian- or Babylonian-themed cell. [R0758]
-	-	-	-	612 613	568 569 570	Metroon (S-M-L): An ancient sanctuary devoted to a forgotten goddess (the Matriarch of the Gods). [R0759]
-	-	599 600	611	614	-	Mezzanine (S-M, subspace within L, H): A raised mid-floor, typically reached by stairs, within a larger hall. [R0760]
-	-	-	612	615	-	Mezzanine Hall (L-H): A hall with several mezzanines. [R0761]
-	-	-	-	616	571 572 573	Mihat (S-M): An Egyptian-themed chapel or shrine room. [R0762]
578 579 580 581	577 578	-	-	-	-	Mine (L-H): A hollowed-out area where minerals, metals, or gemstones are being extracted. [R0763]
582 583 584	579 580	-	-	-	-	Mine Shaft (S-M): A vertical, or near-vertical, mine. Or, a sub-area within a larger mine. [R0764]
585 586 587	-	-	-	-	-	Mined Cave (S-M): A cave which once had valuable deposits (gems, metals, etc.) which shows many signs of the work, but the resources has long since been depleted. [R0765]
588 589 590	-	-	-	-	-	Mined Cavern (L-H): A large mined cave. [R0766]
-	-	-	-	617 618	-	Misericord (S-M): A ceremonial dining room within a temple. Intended for the partaking of sacred foods; this might be a lovely place (where candied wafers dedicated to a goddess are taken) or an horrific one (where victims are eaten as sacrifices). [R0767]

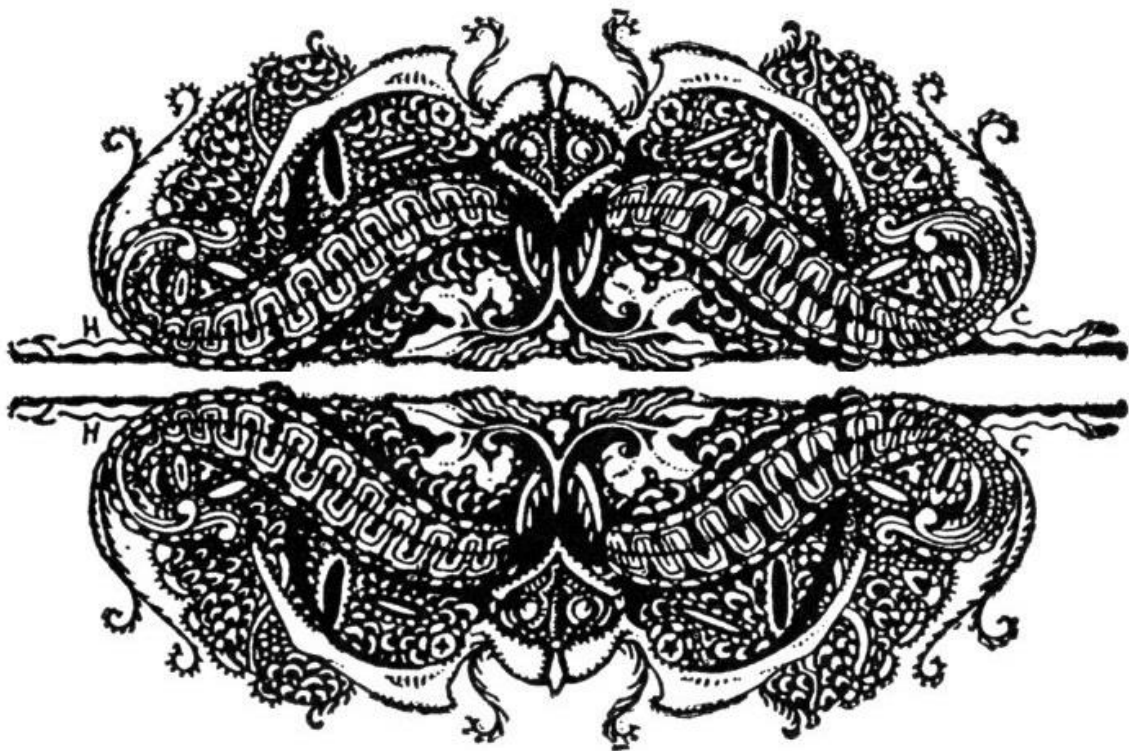
591	-	-	-	-	-	Misty Cave (S-M): A cave filled with condensation, mist, dripping water, etc. and with limited visibility. [R0768]
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595	-	-	-	-	-	Misty Cavern (L-H): A large misty cave. [R0769]
596						
597						



CS	DU	MH	SH	TE	TO	Room Type and Description
-	581 582	-	613 614	-	-	Moat / Moat Vault (M-L): Either the ditch (typically flooded) which surrounds a stronghold, or a room featuring a flooded trench as a defensive measure. [R0770]
-	583	-	615 616	-	-	Moat Hall (L-H): A vast moat vault, which might even be large enough to feature two concentric moats. [R0771]
-	584 585	-	617	619 620	-	Monastic Cell (T): In game terms, this would be a 10'x10' chamber designed as deliberately austere quarters for one denizen (monk, apprentice, henchman, knight bound by an oath of poverty, etc.). [R0772]
-	586 587	-	-	-	574 575 576	Monster Crypt (T-S-M): A crypt where monster remains have been interred. [R0773]
-	-	-	618	621	-	Monument Room (L): A room built to enclose a large sacred object (a meteor, petrified tree, large crystal outcropping, etc.) [R0774]
-	-	-	619	622	-	Monument Hall (H): A large monument chamber. [R0775]
-	-	-	620	-	-	Moot Hall (L-H): An archaic hall of judgment. [R0776]
-	588 589	-	621	-	577 578 579	Morgue (S-M): An area where dead bodies are dissected, stored, and/or modified. [R0777]
-	-	-	-	623 624	580 581 582	Mortuary Chapel (S-M-L): A chapel containing one or more tombs or sarcophagi. [R0778]
598 599 600	-	-	-	-	-	Moss-Filled Cave (S-M): A cave filled with "moss," which is either a lush form of fungus, or a magically-cultivated growth (perhaps eaten by denizens). [R0779]
601 602	-	-	-	-	-	Moss-Filled Cavern (L-H): A large moss-filled cave. [R0780]

603						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	622 623	-	-	Motte (M-L-H): Generally, the hill on which a stronghold is built. But in terms of a single location, likely an open courtyard featuring an artificial hill for defensive purposes. [R0781]
-	-	-	-	625	-	Msxm (S-M): An Egyptian-themed sanctum sanctorum. [R0782]
-	-	-	-	626	583 584 585	Msxnt (L-H): An Egyptian-themed necropolis. [R0783]
-	590	-	624	-	-	Mtwn (L-H): An Egyptian-themed arena. [R0784]
604 605 606	-	-	-	-	-	Mud Cave (S-M): A cave with a mud pot, a boiling pool of geothermal mud. [R0785]
607 608 609 610	-	-	-	-	-	Mud Cavern (L-H): A large mud cave. [R0786]
-	-	-	625	627	-	Muniment Hall (L-H): A large muniment room. [R0787]
-	-	-	626	628	-	Muniment Room (S-M): An archive where important historical documents are kept (deeds, titles, genealogies, laws, etc.). [R0788]
-	591 592	-	627 628	-	-	Murder Room (T-S-M): A place where deadly attacks (arrows, oil, rocks, etc.) are rained down on intruders from above. [R0789]
-	-	601 602 603	629	629	-	Museum (L-H): A hall where artifacts and historical pieces are displayed. In the game, a museum might include ancient armor and weapons, tapestries, fossils, dragon hides, statues of petrified medusa or basilisk victims, etc. [R0790]

611	-	-	-	-	-	Mushroom Cave (S-M): A cave where naturally-growing or cultivated mushrooms are thriving. [R0791]
612						
613						
614						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	593 594	604 605 606	-	-	-	Mushroom Cellar (S-M): A temperature-controlled subterranean room where mushrooms are grown (likely as food or spell reagents). [R0792]
615	-	-	-	-	-	Mushroom Forest (L-H): A large mushroom cave, and/or a cavern where giant fungi have grown due to unique conditions. [R0793]
616						
617						
-	-	607 608 609	630	630	-	Music Chamber (S): A small music room. [R0794]
-	-	610 611 612	631	631	-	Music Room (M): A room with excellent acoustic design, intended for the playing and practice of music. [R0795]

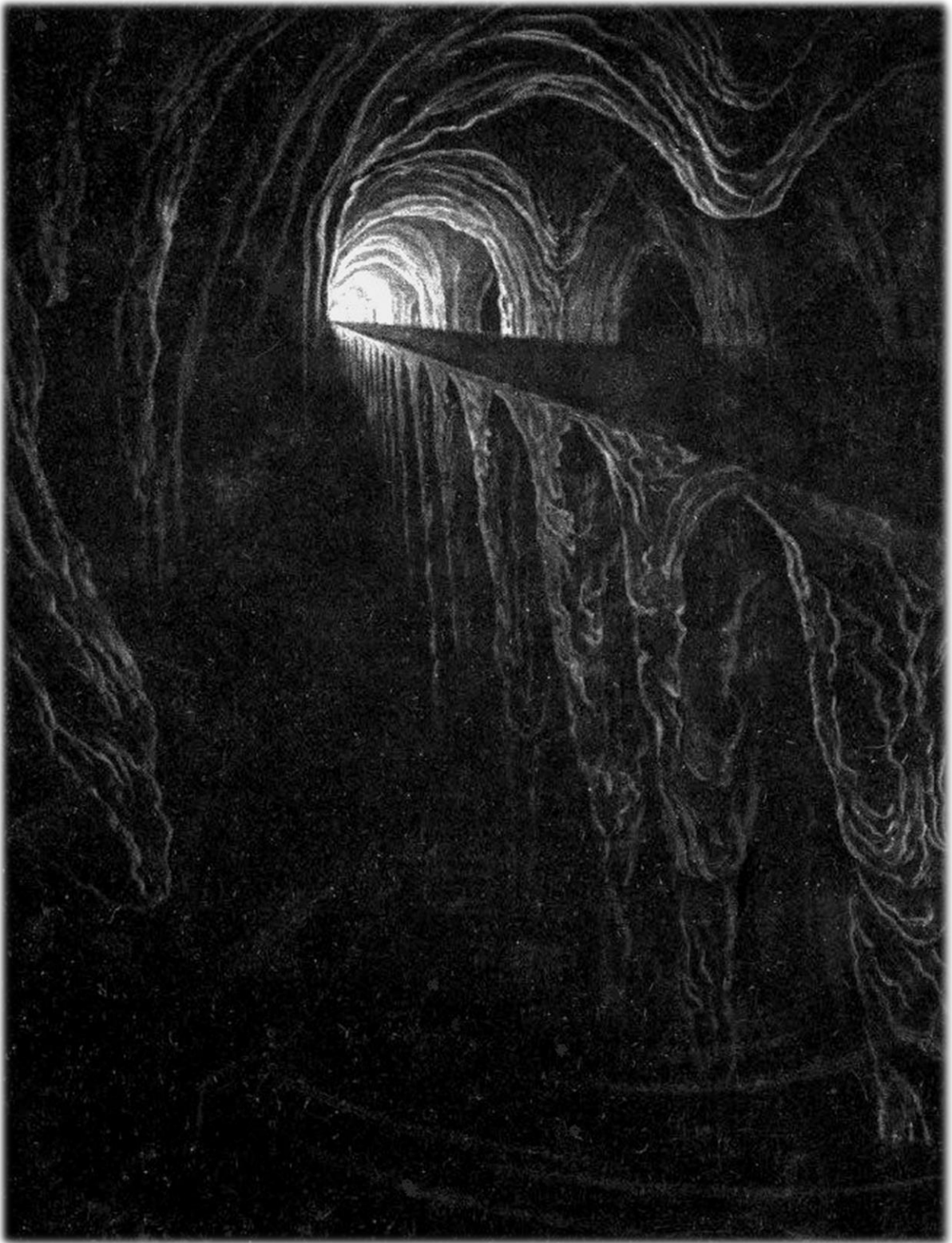




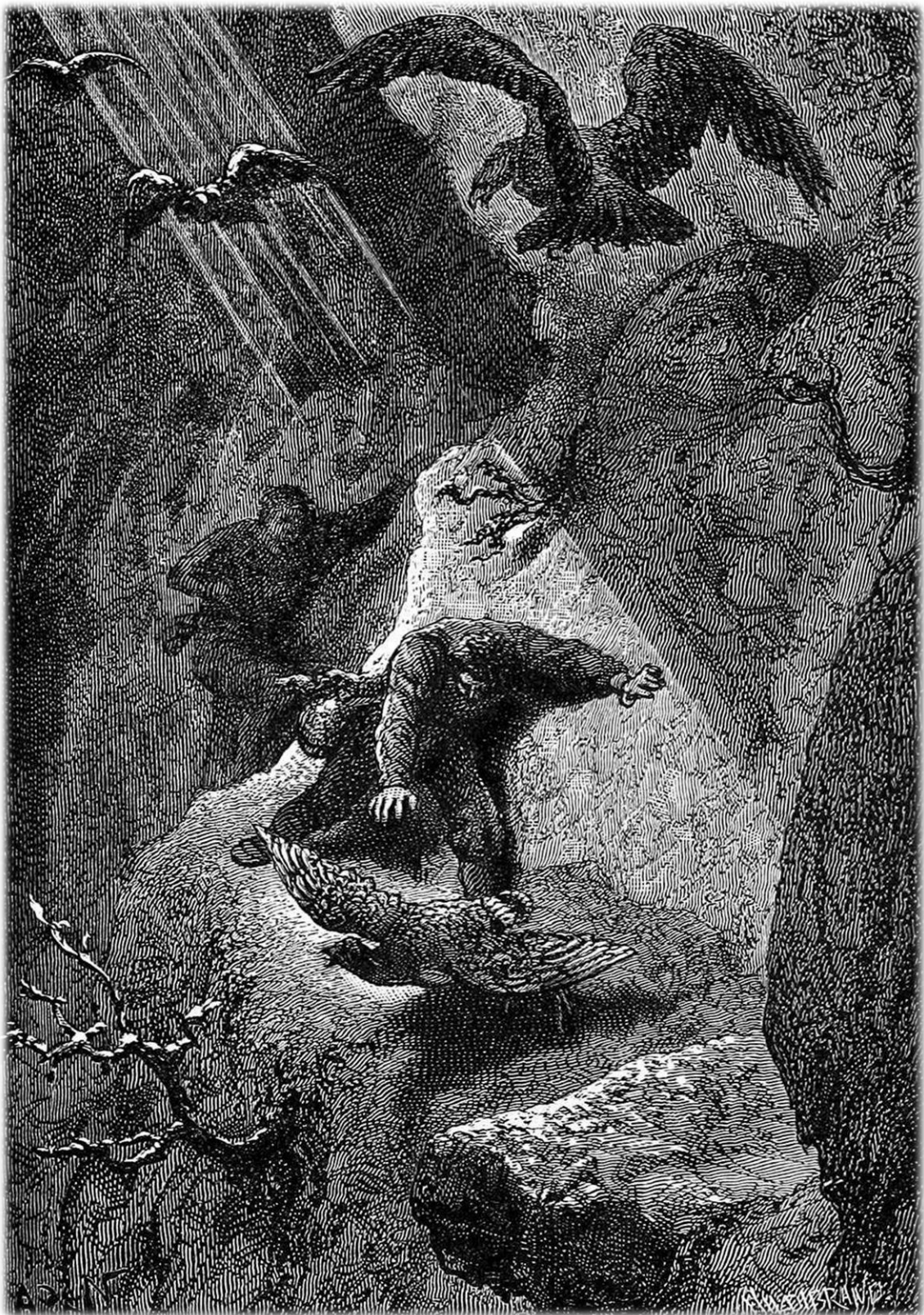
IS FOR NETHERWORLD

A land of caves, whose palaces of fantastic beauty still adorn the mysterious underworld where murmuring rivers first see the light. ... No piece of country in the kingdom offers so much to explore. An abundant harvest is there waiting to be reaped; for on every side are obvious indications of half-buried gateways to the dark and secret pathways to the **netherworld**, and everywhere upon the surface of the Mendip tableland lie the open pits and hollows ... some of them dry, some actively engulfing streams, but all testifying to untold ages of water action ...

— *The Netherworld of Mendip*, by Ernest A. Baker and Herbert E. Balch

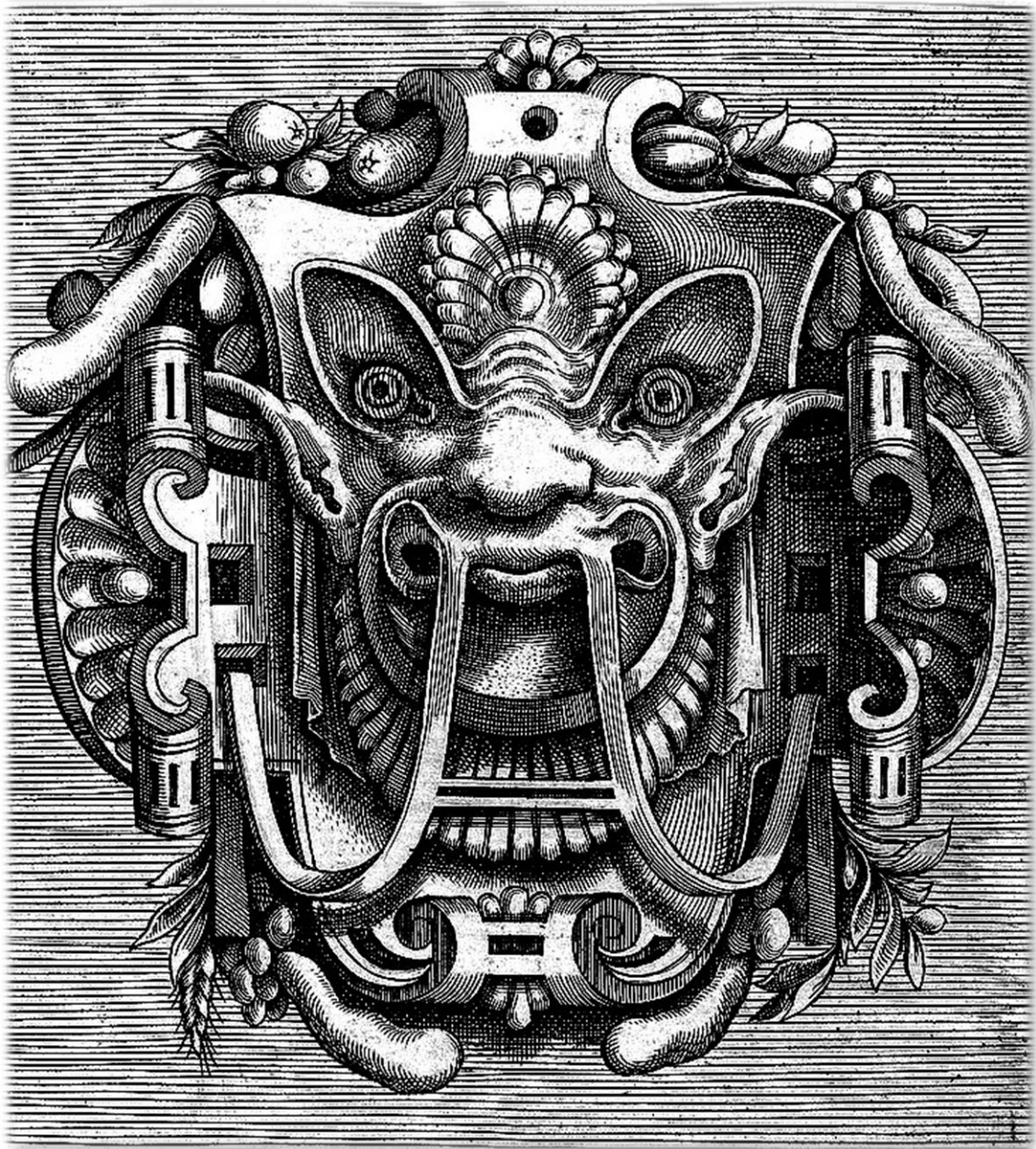


N is for Netherworld						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	632 633	-	Naos (N-L-H): An ancient (Greek-themed) temple. [R0796]
-	-	-	632	634	-	Narthex (L-H): An enclosed hall connecting two major areas, such as an entrance hall and the main temple. [R0797]
-	-	-	-	635	586 587 588	Naspaku (S-M): An Akkadian- or Babylonian-themed storeroom for oil or grain. [R0798]
-	-	-	-	636	-	Nat (S-M): An Egyptian-themed weaving room. [R0799]
618 619 620 621	595	-	-	637	-	Natatorium (L-H): A large room or cavern which features a deep pool. [R0800]
622 623 624	-	-	-	-	-	Natural Amphitheater (L-H): A cavern with successive tiers and ledges leading down to a central “showpiece” area, creating an amphitheater-like space. [R0801]
625 626 627	-	-	633 634	-	-	Naumachia (L-H): A water-based arena (for ships, rafts, “island” fights, etc.). Also, a term for the battles held there. [R0802]
-	-	-	-	638 639	-	Nave (S-M): A hall which leads into the temple, but is meant only for priests or honored worshippers. [R0803]
-	596 597	-	-	-	589 590 591	Necropolis (L-H): A city of the dead; a vast sub-region, or sub-level, filled with many tombs and associated rooms. [R0804]
628 629 630	598 599	-	-	-	-	Nest (T-S-M): The lair of an avian (or egg-laying) creature or monster. [R0805]



CS	DU	MH	SH	TE	TO	Room Type and Description
631 632 633	600 601	-	-	-	592 593 594	Nether (L-H): A dark subterranean cave or chamber, with access to the deeper netherworld of the Under-Earth. [R0806]
634 635 636	602 603	-	-	-	595 596 597	Netherworld (H): An immense dark cavern, with access to the deeper Under-Earth. [R0807]
-	-	-	-	640	-	Nht (T-S-M): An Egyptian-themed refuge or shelter. [R0808]
-	-	-	-	-	-	Niche (T): (This entry is provided for completeness, but does not appear on the random lists.) A recess in a wall, typically for a statue, bookshelf, guard post, etc. A room will tend to have multiple niches if it has one at all. [R0809]
637 638 639 640	-	-	-	-	-	Niched Cave (S-M): A cave with many natural or carved niches in the walls. [R0810]
641 642 643	-	-	-	-	-	Niched Cavern (L-H): A large niched cave. [R0811]
-	604 605	613 614	635	641	598 599 600	Niched Room (S-M): A room whose walls feature niches for statues, books, candelabras, windows, etc. [R0812]
-	-	-	-	-	-	Nook: (T) (This entry is for completeness purposes for readers only, and does not appear on the random tables as a separate space.) A small alcove. [R0813]
-	-	-	-	642 643	-	Novitiate (S-M): The quarters which are shared by the lowest-level priests (acolytes, initiates, etc.). [R0814]
-	606	615 616	-	-	-	Nursery (S-M): A room where young denizens are raised. Human children are the first logical thing that comes to mind, but this is also very

						likely to be a room where monsters breed and protect their young! [R0815]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	617 618	-	644 645	-	Nymphaeum (S-M-L): A Roman-themed temple to the nymphs; typically featuring plants, statues, and running water. [R0816]





IS FOR OBSERVATION CHAMBER

All at once, after an infinity of awesome, sightless crawling up that concave and desperate precipice, I felt my head touch a solid thing, and I knew I must have gained the roof, or at least some kind of floor.

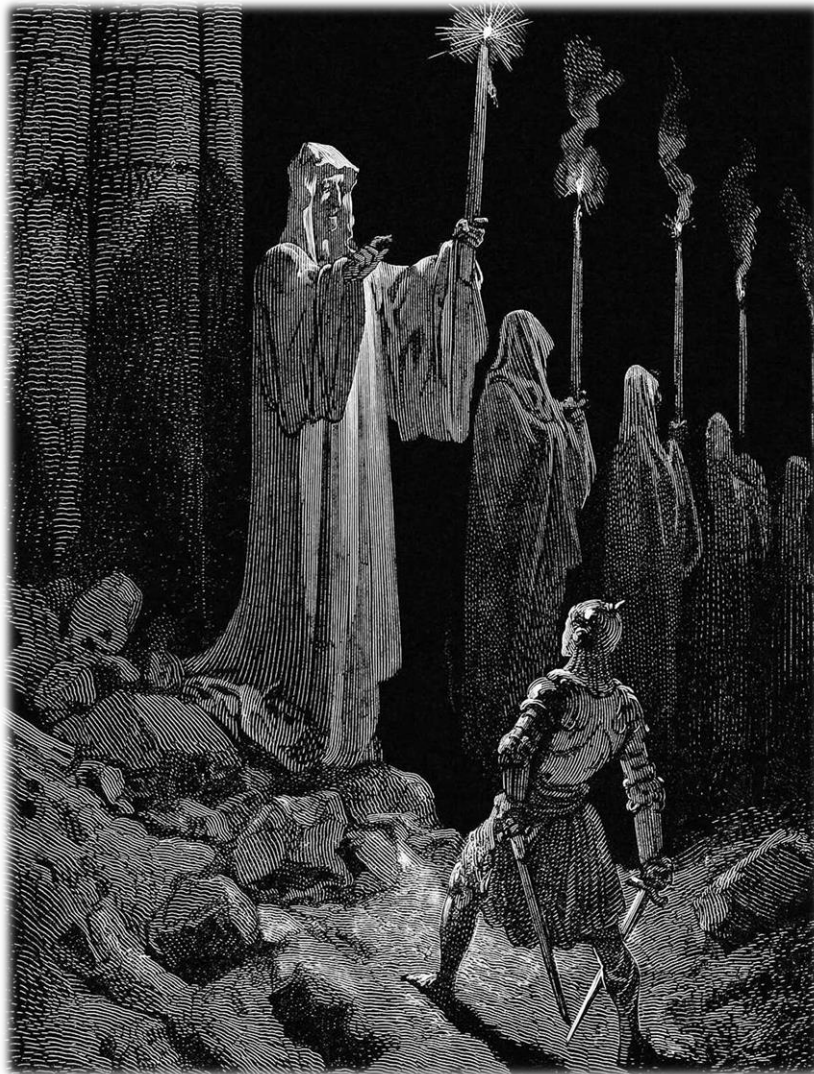
In the darkness I raised my free hand and tested the barrier, finding it stone and immovable. Then came a deadly circuit of the tower, clinging to whatever holds the slimy wall could give; till finally my testing hand found the barrier yielding, and I turned upward again, pushing the slab or door with my head as I used both hands in my fearful ascent.

There was no light revealed above, and as my hands went higher I knew that my climb was for the nonce ended; since the slab was the trap-door of an aperture leading to a level stone surface of greater circumference than the lower tower, no doubt the floor of some lofty and capacious **observation chamber** ...

— *The Outsider*, by H. P. Lovecraft

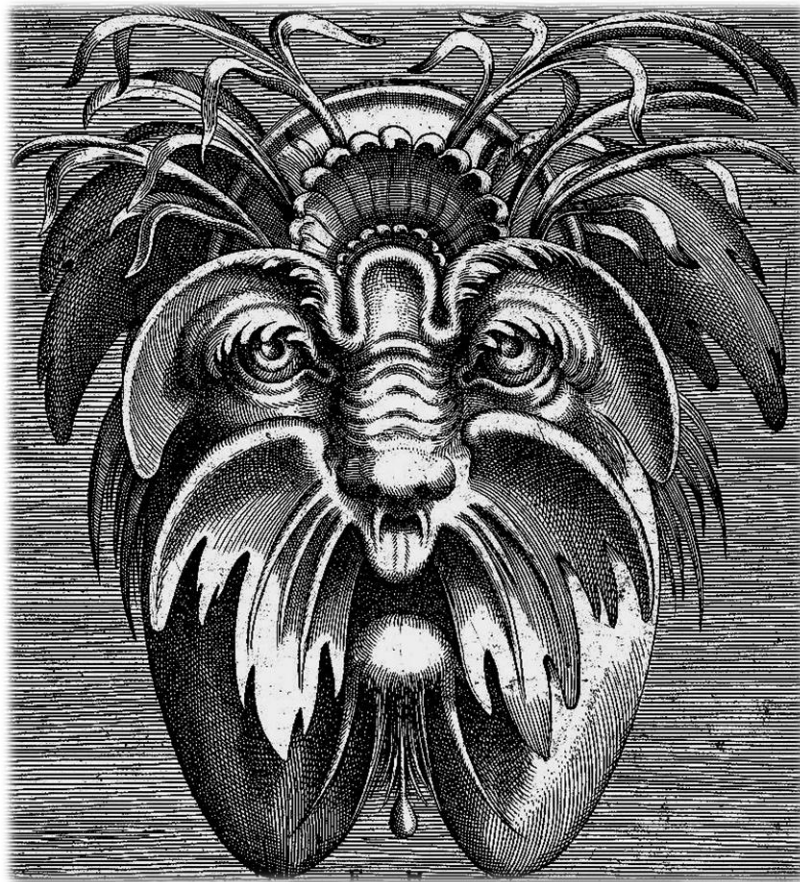
O is for Observation Chamber						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	646 647	601 602 603	Obelisk Chamber (S-M): A room featuring a sacred obelisk. [R0817]
-	-	-	-	648 649	604 605 606	Obelisk Hall (L-H): A large obelisk room. [R0818]
-	-	-	636	650	-	Observation Chamber (S-M): A room overlooking a major gathering area, such as the main temple or an amphitheater. [R0819]
-	-	619 620	637	651	-	Observatory (S-M-L): A room where something is observed for research purposes. This could mean a place to watch the stars (for astrology and divination?), or the space could have a more mysterious or sinister purpose (such as a room for viewing remote worlds). [R0820]
-	-	621 622	638	-	-	Oecus (M-L): A Roman- or Greek-themed living hall. [R0821]
-	-	-	-	652 653	607 608 609	Offering Chamber (S): Similar to a hall of offerings, but smaller. [R0822]
-	-	-	-	654 655	-	Offertorium (S): An offering chamber where bread, wine, or other victuals are placed upon an altar. [R0823]
-	-	623 624 625	639	-	-	Office (T-S-M): A working room, typically for one individual. [R0824]
-	607 608	626 627	-	656	-	Oil Cellar (S-M): A cool dry storeroom for the preservation of oils. In the game, this may include whale / dragon oil, olive oil, valuable netherworld-derived mineral oils, fungal oils, or similar substances. [R0825]

-	-	-	640	657	-	Oil Press Room (S-M): A room where oils are extracted from some kind of material, either mechanically, magically, or both. Likely situated above an oil cellar. [R0826]
-	609 610	-	-	658 659	610 611 612	Opisthodomos (S-M): An ancient and secret sanctum sanctorum; either situated in the most inaccessible part of a temple, or behind one or more secret doors. May well have been forgotten, walled up, and surrounded by completely inappropriate rooms by later builders ... [R0827]



CS	DU	MH	SH	TE	TO	Room Type and Description
644 645 646	-	-	-	-	-	Oracular Cave (S-M): A cave used for purposes of divination. Historically, oracular caves sometimes had vents or chasms which gave off poisonous (and hallucinatory) gases. [R0828]
647 648 649 650	-	-	-	-	-	Oracular Cavern (L-H): A large oracular cave. [R0829]
-	611 612	-	-	660 661	613 614 615	Oracular Chamber (S-M): A room where visions from the gods are received by way of the environment. The classical version is a chasm giving off poisonous vapors, but could instead feature a talking statue, visionary crystal, magical waterfall, etc. [R0830]
-	-	-	-	662 663	-	Oratory (S-M): A room where priests, outside of ceremonies, make proclamations to the worshippers. Can also be used to describe a small chapel. [R0831]
-	613 614	-	-	-	616 617 618	Ossuary (T): A cramped container-like room, where the bones of the dead are placed. [R0832]
651 652 653	-	-	-	-	-	Ossuary Cave (S-M): A cave lined with ossuaries. [R0833]
654 655 656	-	-	-	-	-	Ossuary Cavern (L-H): A large ossuary cave. [R0834]
-	615 616	-	-	-	619 620 621	Ossuary Chamber (S): A small room lined with ossuaries around the perimeter. [R0835]
-	617 618	-	-	-	622 623 624	Ossuary Room (M-L): A large ossuary room. [R0836]

-	619 620	-	-	-	625 626 627	Oubliette (T): A very narrow pit, cell, or vertical shaft. Basically, a cell designed to slowly kill people. [R0837]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	621 622	-	-	-	628 629 630	Oubliette Room (S-M-L): A room filled with narrow pits (hopefully covered), which are actually oubliettes. [R0838]
-	623	-	641 642	-	-	Outpost (S-M-L): A garrison which is isolated from other guarded areas. (Example: in a tower in a courtyard, or in a dead-end series of rooms guarding a noble.) [R0839]
657 658 659	-	-	643	664	-	Overlook (S-M): A room or cave which looks out over a lower room. For example, a chieftain's cave which is on a raised plateau over the tribal cavern. [R0840]





IS FOR POISON GARDEN

"I have ... met with a story that strangely interested me. Possibly you may remember it. It is of an Indian prince, who sent a beautiful woman as a present to Alexander the Great. She was as lovely as the dawn and gorgeous as the sunset; but what especially distinguished her was a certain rich perfume in her breath — richer than a garden of Persian roses. Alexander, as was natural to a youthful conqueror, fell in love at first sight with this magnificent stranger; but a certain sage physician, happening to be present, discovered a terrible secret in regard to her."

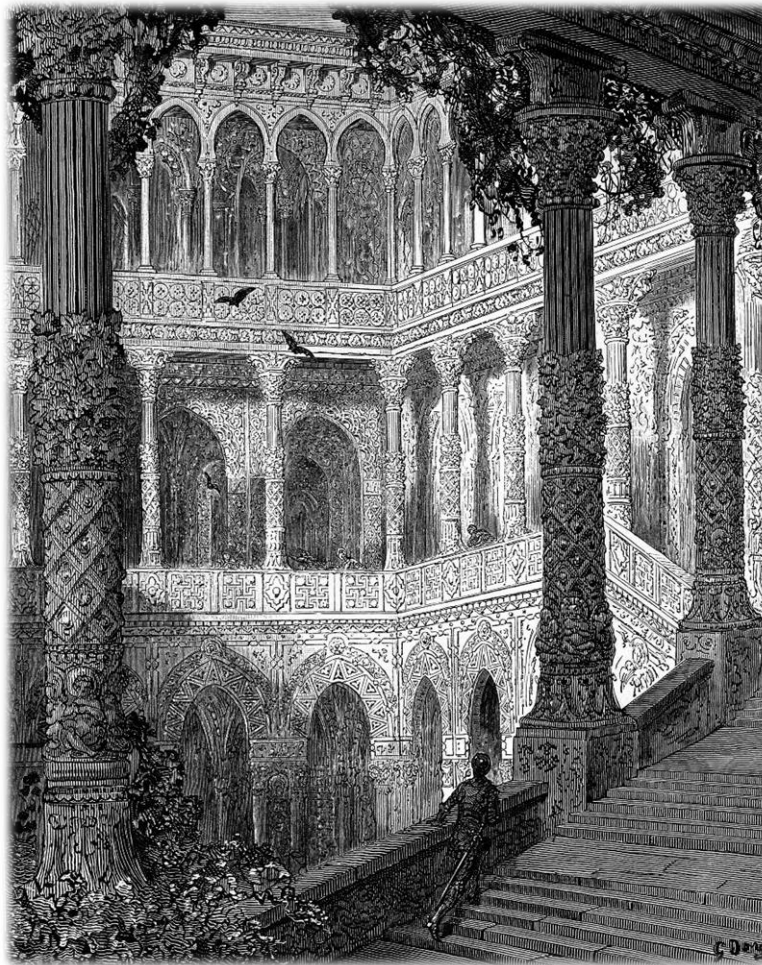
"And what was that?" asked Giovanni, turning his eyes downward to avoid those of the professor.

"That this lovely woman," continued Baglioni, with emphasis, "had been nourished with poisons from her birth upward, until her whole nature was so imbued with them that she herself had become the deadliest poison in existence. Poison was her element of life. With that rich perfume of her breath she blasted the very air. Her love would have been poison — her embrace death ..."

— *Rappaccini's Daughter*, by Nathaniel Hawthorne



P is for Poison Garden						
CS	DU	MH	SH	TE	TO	Room Type and Description
660	-	-	-	-	-	Painted Cavern (L-H): A large cave of paintings. [R0841]
661						
662						
663						
-	-	628 629	-	665	-	Painting Gallery (L-H): A hall where artistic paintings are displayed. The paintings might be magical, (for example) harboring undead or providing gateways to other lands. [R0842]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	644	-	-	Palatial Hall (H): A large hall which serves as the primary space in a palace; or, a hall so sumptuously furnished that it is palace-like. [R0843]
-	624 625	630 631	645	666	-	Pallet Chamber (T-S): A servants' bedchamber. [R0844]
-	-	632 633	646	-	-	Pantry (S-M): A cool room where food is stored. In medieval terms, can be distinguished from a larder in that a larder will only contain food, while a pantry might also include dishes, containers, and/or supplies. [R0845]
-	-	-	-	667	631 632 633	Parakki (S-M): An Akkadian- or Babylonian-themed shrine chamber or dais chamber. [R0846]
-	-	634 635 636	-	668	-	Parlor (S-M): A finely-appointed reception room. [R0847]
664 665 666	626 627	-	-	-	-	Pen (T-S-M, with M implying a number of pens in a single location): A cage built from wooden stakes instead of bars. [R0848]
-	-	637 638	647	669	-	Peristyle (S-M-L, surrounding a smaller interior): A columned / pillared walkway surrounding a central area, typically a courtyard or garden. In a dungeon, a peristyle might surround a monster pit, fungal garden, pool, etc. [R0849]
667 668 669	-	-	-	-	-	Phosphorescent Cave (S-M): A cave filled with glowing fungi, glowworms, vapor, magic, water, etc. [R0850]
670 671 672	-	-	-	-	-	Phosphorescent Cavern (L-H): A large phosphorescent cave. [R0851]
-	-	-	-	670	-	Piristi (S-M): An Akkadian- or Babylonian-themed sanctum sanctorum. [R0852]

CS	DU	MH	SH	TE	TO	Room Type and Description
673 674 675	628 629	-	-	-	634 635 636	Pit (T-S): A perilous vertical shaft, usually meant as a trap, monster lair, hiding place, etc. [R0853]
676 677 678 679	-	-	-	-	-	Pit Cave (S-M): A cave with a natural pit in the center. [R0854]
680 681 682	-	-	-	-	-	Pit Cavern (L-H): A large pit cave, with one or more pits. [R0855]
-	630 631	-	-	-	637 638 639	Pit Chamber (S): A room with a (covered?) pit in the center. [R0856]
-	632 633	-	-	-	640 641 642	Pit Room (M): A room featuring one or more pits. [R0857]
-	-	639 640	648	671	-	Planetarium (L-H): An expensively-appointed room where the celestial spheres are presented, observed, and/or discussed. In an FRPG, this is probably the study of a sage, astrologer, and/or planetary adventurer (in the vein of John Carter and Carson Napier). [R0858]
-	-	-	649 650	-	-	Planning Room (S-M): A room where leaders or officials make secret plans. [R0859]
-	634	641 642	-	-	-	Playroom (S-M): A secure room where children, or young monsters, play. [R0860]
-	635 636	-	-	-	643 644 645	Plundered Tomb (S-M-L): A tomb which has been robbed and emptied of valuables. [R0861]
-	637 638	-	-	-	646 647 648	Plundered Vault (M-L-H): A treasure vault which has been robbed and emptied of valuables. [R0862]



CS	DU	MH	SH	TE	TO	Room Type and Description
683 684 685	639 640	-	-	-	649 650 651	Plunge (S-M-L): A very long descent, possibly involving a natural pit, waterfall, magical vortex, etc. [R0863]
-	641 642	643 644	-	672	-	Poison Garden (S-M-L): A garden filled with poisonous plants or fungi. The plants might have medicinal purposes, or spell effects, or they might be cultivated by an assassin or poisonous creature. [R0864]
686 687 688	643 644	-	-	-	-	Pool (T-S-M): A body of water, typically underground. The difference between a “pool” and a “pool room” is that there is no walkway around a pool, while a pool room indicates that the pool dominates the space without completely filling it. [R0865]
689 690 691	-	-	-	-	-	Pool Cave (S-M): A cave with a (magical?) pool. The pool might be inhabited, holy water, enchanted, thermal, an illusion, etc. [R0866]
692 693 694	-	-	-	-	-	Pool Cavern (L-H): A large pool cave. Or, a cavern with several pools. [R0867]
-	645 646	645 646	-	673	-	Pool Chamber (S): A small pool room. [R0868]
-	647 648	647 648	-	674	-	Pool Room (M-L): A room that is dominated by a pool (which might be ceremonial, for meditation, for scrying, etc.). In an FRPG, the waters are very likely enchanted, cursed, and/or inhabited. [R0869]
-	649 650	-	651 652	-	-	Portcullis Chamber (T-S-M): A room which narrows in the middle, and is divided by a portcullis (falling gate). [R0870]
-	-	649 650	-	675	-	Potionry (S-M): A room where potions are created, distilled, prepared, and/or stored. [R0871]

-	-	-	-	676	-	Pr Dwat (S): An Egyptian-themed robing room. [R0872]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	653	677	652 653 654	Pr Hd (S-M-L): An Egyptian-themed treasure vault. [R0873]
-	-	-	-	678	-	Pr Mdat (M-L): An Egyptian-themed library or archive (for papyri, scrolls, etc.). [R0874]
-	-	-	-	679	655 656 657	Pr Nfr (S-M): An Egyptian-themed embalming chamber or funerary workshop. [R0875]
-	651	651 652	-	680 681	-	Priest Hole (T-S): A secret room where religious fugitives can be hidden. In FRPG terms, this can be broadened to define any small secret room where some type of accosted denizen (cleric of the wrong alignment, good monster of a usually evil race, dark faerie exile being hunted by her parents, etc.) would be hidden and cared for. [R0876]
-	652 653	-	654 655	-	-	Prison (S-M-L): A locked room, or at least a room featuring locked cells or cages, designed to keep prisoners. [R0877]
-	654 655	-	656 657	-	-	Prison Block (M-L-H): In FRPG terms, this is likely a long 10' wide hallway lined with many individual prison cells. It could also be a grid or matrix of such areas. [R0878]
-	656 657	-	658 659	-	-	Prison Cell (T): A very small prison, likely 10'x10'. [R0879]
-	658 659	-	660 661	-	-	Prison Chamber (S): A cage-like room that is very secure. [R0880]
-	660 661	-	662 663	-	-	Prison Hall (L-H): A large prison. Unlike a prison block, the prison hall is probably not divided into individual sub-areas. [R0881]
-	-	653 654 655	664	682	-	Privy (T-S): A small toilet area, and fairly nice as such things go. [R0882]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	683 684	-	Propylaeum (S-M): An entrance or vestibule in front of a sanctum. [R0883]
695 696 697	662	-	665 666	-	-	Protective Ditch (S-M-L): Typically a trench dug in an unexpected location to halt invaders; may be crossed by planks or something similar. A protective ditch could be dug in a cavern as well. [R0884]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	663 664	-	667 668	-	-	Proving Ground (M-L-H, with H being plural, proving grounds): An arena where survivors are granted freedom; or, an extensive arena where an overlord or similarly powerful personage tests heroes who might be deserving of his legacy. [R0885]
-	-	656 657 658	-	685 686	-	Psychomanteum (S-M): A private mirrored room where séances are held to make contact with the dead. In FRPG terms, this might be a room with a mage's crystal ball or scrying mirror, or a meditation chamber for an evil priest who summons psionic monsters or creates undead, etc. [R0886]
698 699 700 701	-	-	-	-	-	Puffball Cave (S-M): A fungal cave filled with spores and puffballs. [R0887]
702 703 704	-	-	-	-	-	Puffball Cavern (L-H): A large puffball cave. [R0888]
-	665 666	-	669	687	-	Pump Room (S-M): Generally, a room which is designed to counter flooding, or to provide running water in a controlled fashion. [R0889]
-	-	-	-	688 689	-	Purification Chamber (S-M): A room where defiled, cursed, or magically afflicted priests are cleansed with magic. [R0890]
-	667	-	670	-	-	Puteus (S-M-L): A Roman-themed cistern or cistern room. [R0891]
-	668 669	-	-	-	658 659 660	Pyre Chamber (S): A small room dominated by a funerary or sacrificial pyre, either prepared or already consumed. [R0892]
-	670 671	-	-	-	661 662 663	Pyre Room (M-L): A larger pyre chamber. [R0893]



IS FOR QUICKSAND PIT

The hapless laborer was now engulfed to his neck in the quicksand.

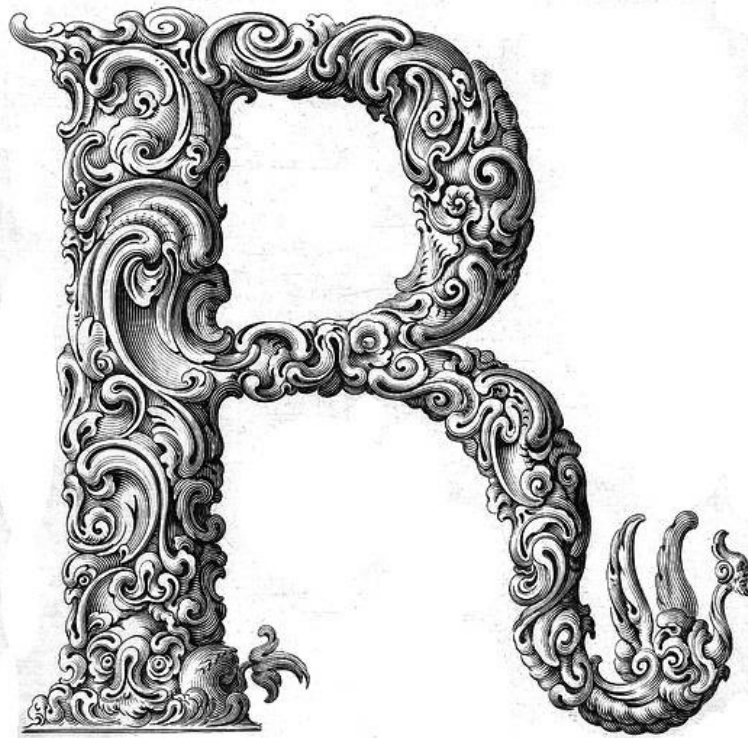
"Save me! In Heaven's name get me out of this!" begged the poor fellow, frenzied by dread of his seemingly sure fate.

... Tom ... made a fresh cast. This time the noose of the raw-hide lariat dropped over the laborer's head. "Fight your hands free, man!" Tom called encouragingly. "Fight your hands and chest free, so that you can slip the noose down under your armpits. Keep cool and work fast, and we'll have you out. Don't let yourself get excited."

In the meantime Tom was wholly unaware that the engulfing quicksand was reaching up gradually toward his hips ...

— *Laying Tracks on the Man-Killer Quicksand*, by H. Irving Hancock

Q is for Quicksand Pit						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	672 673	-	-	-	664 665 666	Quarry (S-M-L): A cave or chamber where blocks of stone are mined / extracted. [R0894]
705 706 707 708	-	-	-	-	-	Quarry Cavern (L-H): A large natural cavern being used as a quarry. [R0895]
709 710 711	674 675	-	-	-	667 668 669	Quarry Shaft (S-M): A vertical or near-vertical quarry, which can also be considered a pit trap. [R0896]
-	676 677	659 660 661	671 672	690	-	Quarters (S-M-L): Sparse accommodations for about three to ten denizens, including beds, table(s), chairs, etc. Compare with barracks, bedroom, and solitary quarters. [R0897]
-	678 679	662 663 664	673 674	691	-	Quarters, Solitary (T-S): The bedroom of an official, champion, advisor, etc. [R0898]
712 713 714	-	-	-	-	-	Quicksand Cave (S-M): A “trapped” cave, where part of the floor is wet quicksand. [R0899]
715 716 717	-	-	-	-	-	Quicksand Cavern (L-H): A large quicksand cave. [R0900]
718 719 720	680 681	-	-	-	670 671 672	Quicksand Pit (S-M): A sandpit / sinkhole that is either a trap, or is magical, monstrous, or extra-planar in nature, creating a (typically subterranean) quicksand hazard. [R0901]
-	682	-	-	-	673 674 675	Quppu (T-S-M): A Sumerian-themed cage or prison chamber. [R0902]



IS FOR REDOUBT

There came from the **redoubts** a roll of drums. I saw the [weapons] lowered. I shut my eyes; I heard a most appalling crash of sound, to which succeeded groans and cries. Then I looked up, amazed to find myself still living.

The redoubt was once more wrapped in smoke. I was surrounded by the dead and wounded. The captain was extended at my feet; a ball had carried off his head, and I was covered with his blood. Of all the company, only six men, except myself, remained erect.

This carnage was succeeded by a kind of stupor. The next instant the colonel, with his hat on his sword's point, had scaled the parapet ... the survivors followed him. All that succeeded is to me a kind of dream. We rushed into the redoubt, I know not how, we fought hand to hand in the midst of smoke so thick that no man could perceive his enemy. I found my sabre dripping blood; I heard a shout of "Victory"; and, in the clearing smoke, I saw the earthworks piled with dead and dying ...

— *How the Redoubt Was Taken*, by Prosper Merimee

R is for Redoubt						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	692	676 677 678	Rdw (S-M): An Egyptian-themed stair chamber or stairway room. [R0903]
-	-	665 666	675	693	-	Reading Chamber (T-S): A small reading room. [R0904]
-	-	667 668	676	694	-	Reading Room (S-M): A room where books are read and studied, as opposed to kept; likely adjacent to an archive or library. [R0905]
-	-	669 670	677	695	-	Receiving Room (M): A finely-appointed and ornate reception room. [R0906]
-	-	671 672	678	696	-	Reception Chamber (S): A small reception room. [R0907]
-	-	673 674	679	-	-	Reception Hall (L-H): [1] A large reception room. [2] Another name for a function hall; i.e., a large gathering hall intended to host celebratory events and functions (such as weddings). [R0908]
-	-	675 676 677	680	697	-	Reception Room (S-M): A room designed for meeting guests. Sometimes distinguished from a drawing room if it is implied that after meeting in the reception room, the guests will be taken elsewhere to be entertained. [R0909]
-	-	678 679	681	698	-	Recess (T-S, with an adjacent S-M-L space): An indented area off of a larger room, typically secluded by tapestries, screens, etc. [R0910]
-	-	680 681	-	699	-	Recreation Chamber (S): A small informal game room. [R0911]
-	-	682 683	-	700	-	Recreation Hall (L-H): A large informal game room, perhaps also with aspects of a gymnasium. [R0912]
-	-	684 685	-	701	-	Recreation Room (M): An informal game room. [R0913]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	683 684	-	682 683	-	-	Redoubt (S-M-L): Outside, an earthen defensive structure. Inside, a room with a low wall which defenders (typically archers) can shelter behind. [R0914]
-	-	-	-	702	-	Refectorium (S-M): An ancient room of restoration. This may be an ancient refectory, or retreat, or even a mediation room. [R0915]
-	-	-	684	703 704	-	Refectory (S-M-L): In game terms, this will be a dining room or dining hall for clerics, druids, illusionist apprentices, magic-user apprentices, and/or monks. [R0916]
721 722 723	-	-	-	705 706	679 680 681	Reflecting Pool (T-S-M): A pool of holy or magical water, in which priests discern visions. [R0917]
-	-	-	-	707 708	-	Reflecting Room (S-M): A room where priests gather to case ritual spells together (typically for purposes of divination). [R0918]
-	685 686	686 687 688	685 686	709	-	Refuge (S-M-L): A hidden secure room that is used as a safe area during an assault or invasion. [R0919]
724 725 726 727	687 688	-	-	-	682 683 684	Refuse Pit (T-S-M): A pit filled with non-liquid trash. [R0920]
-	-	-	-	710 711	-	Reliquary (T-S-M): A room where holy treasures are kept. [R0921]
-	-	689 690	-	712	-	Repository (S-M): A room where sorted objects or pieces of information are stored; this might be a combination archive / potionry, for example. [R0922]
-	689	691 692	687	713	-	Reredorter (S-M): A long, narrow garderobe chamber. [R0923]
728 729 730	690 691	-	-	-	-	Reservoir (L-H): A large and deep pool of fresh water, perhaps artificial. [R0924]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	693 694	688	714	-	Retreat (S-M): A private room (perhaps a study) where a house lord (or other noble) can rest and work, and likely only be interrupted by the most trusted servants. [R0925]
-	692	-	689	-	-	Revolving Chamber (S-M): A mechanically rotating room, designed to confuse intruders (or to force them down a specific path). [R0926]
-	-	-	690 691	-	-	Riding Hall (L-H): A large room with a sandy floor, designed for riding training and the indoor riding of mounts. In FRPGs this does not just imply horses, but also the possibility of dire wolves, giant boars, giant lizards, unicorns, etc. [R0927]
-	-	-	-	715 716	-	Ritual Hall (L-H): A large room where rituals are performed by priests, typically excluding worshippers. [R0928]
-	-	695 696	692	717	-	Robing Room (T-S-M): A room for ceremonial dressing where a noble prepares before entering a Court or Great Hall; likely used by a Matriarch, Patriarch, King, Justiciar, etc. [R0929]
-	693 694	-	-	718	-	Room of Pools (L-H): A room filled with different pools of magical or holy water. [R0930]
-	695 696	-	693 694	-	685 686 687	Room of Slaughter (S-M-L): A room filled with dead bodies, or one that is designed to kill people (such as with traps) for the pleasure of an observer. [R0931]
-	697 698	697 698	695	719	688 689 690	Room of Unknown Purpose (T-S-M-L-H): Precisely that. [R0932]
-	699 700	699 700	696	720	691 692 693	Room (S-M): A shamelessly generic word for an enclosed space, which this book has been specifically designed to avoid the overuse of. [R0933]

CS	DU	MH	SH	TE	TO	Room Type and Description
731	701	-	-	-	-	Roost (T-S-M): The raised nesting area of a creature or monster. [R0934]
732	702					
733						



-	-	701 702	697	721	-	Root Cellar (S-M): A cool underground room that is used for the long-term storage of fruit, vegetables, nuts, etc. [R0935]
-	703 704	-	698	-	-	Rotating Room (S-M): A room that spins to connect with various other rooms; likely a trap, trick, magic and sentient, designed by a mad wizard, to protect a lair by confusing invaders, or something similar. [R0936]

-	705 706	-	-	-	694 695 696	Rotting Chamber (S): A small rotting room. [R0937]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	707 708	-	-	-	697 698 699	Rotting Room (M-L): Grimly, either a room where remains are left before they can be buried, or a room filled with corpses (for example, at the bottom of a chute, or a walled-in chamber of the past). [R0938]
-	709 710	703 704	699	722	700 701 702	Rotunda (S-M-L): A round room. Probably either ceremonial, or the central nexus of a dungeon level with many passageways, or a rotating room. [R0939]
-	-	705 706 707	700 701	-	-	Royal Chamber / Nobleman's Chamber (S-M-L): The bedroom of a noble, or the stronghold's ruler. [R0940]
-	-	-	-	723	703 704 705	Royal Tomb (L-H): The tomb of a king or queen. [R0941]
734 735 736	-	-	-	-	-	Rubble-Filled Cave (S-M): A cave with fallen boulders, stalactites, shattered columns, etc. [R0942]
737 738 739	-	-	-	-	-	Rubble-Filled Cavern (L-H): A large rubble-filled cave. [R0943]
-	711 712	-	-	-	706 707 708	Rubble-Filled Room (M): A room that is filled with blocks or shattered stones. Unlike a collapsed room, this room is used for storage of falling stones which have been removed from other areas. (Therefore, this room is probably sound and not in danger of collapse.) [R0944]
-	-	-	-	724	-	Rugbu (T-S-M): An Akkadian- or Babylonian-themed loft. [R0945]
-	713 714	-	-	-	709 710 711	Ruined Chamber (S): A small rubble-filled room. [R0946]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	715 716	-	-	-	712 713 714	Ruined Hall (L-H): A large rubble-filled room, which may be partially collapsed. [R0947]
-	-	708 709 710	702	725	-	Rum (S-M): A Nordic-themed room of general purpose. [R0948]
740 741 742	-	-	-	-	-	Runic Cave (S-M): A cave filled with runic engravings, which might be a warning, saga, or words of power. [R0949]

CS	DU	MH	SH	TE	TO	Room Type and Description
743 744 745	-	-	-	-	-	Runic Cavern (L-H): A large runic cave. Some of the engravings might well be on or toward the ceiling, and difficult to read from floor level. [R0950]
-	717 718	-	-	726	715 716 717	Runic Chamber (S-M): A room covered with magical or sacred writings. [R0951]
-	-	-	703	727	-	Rwyt (L-H): An Egyptian-themed hall of judgment. [R0952]





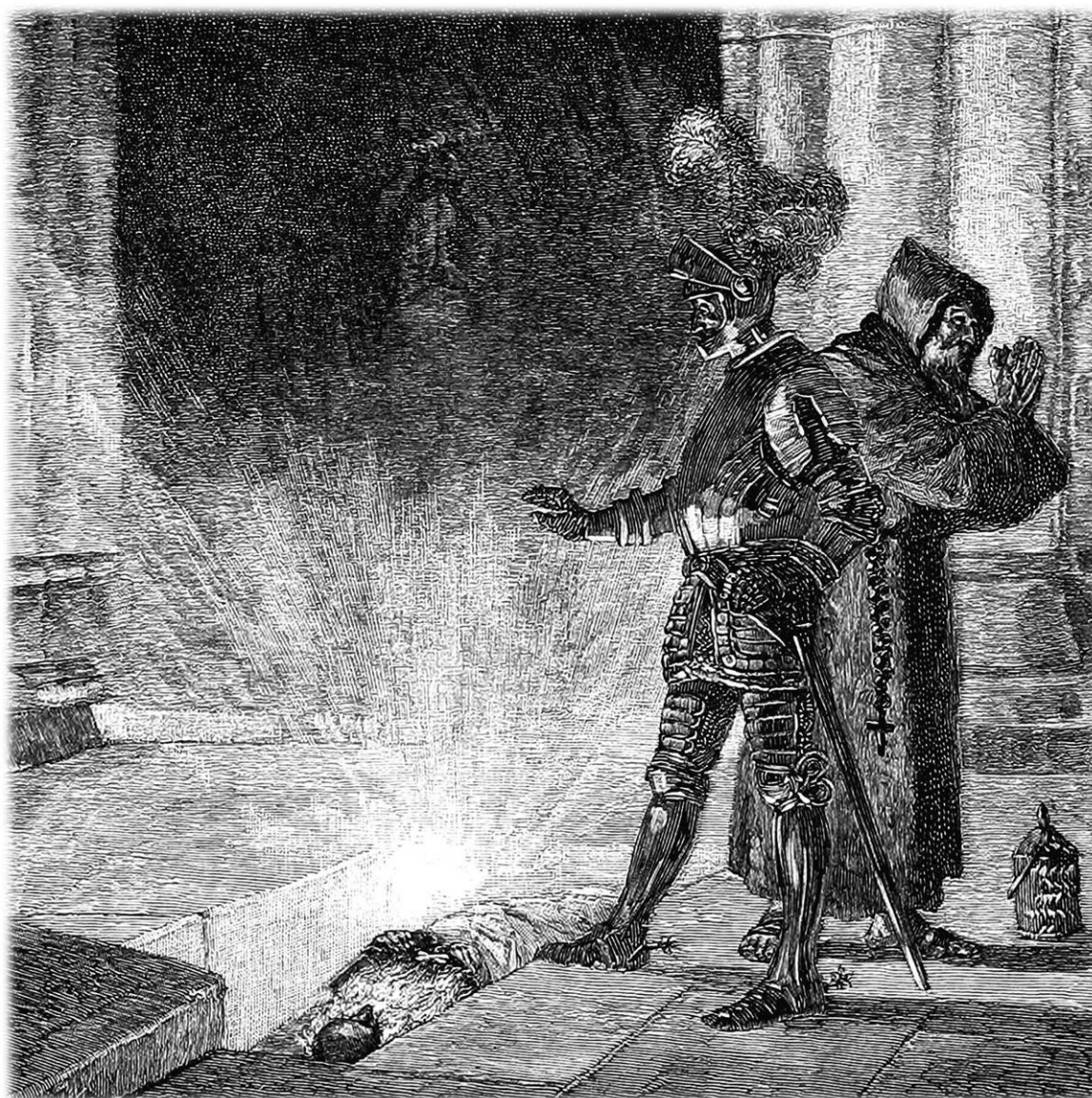
IS FOR SEPULCHER

... They who would keep the sacred soil unmolested should take heed that it be properly maintained. ... This mound is ... a survival of Paganism, being a small copy of the barrow or tumulus, of which we have specimens still standing in various parts of our islands and the Continent, to mark the **sepulchers** of prehistoric and possibly savage chieftains ...

— *In Search of Gravestones Old and Curious*, by W. T. Vincent

S is for Sepulcher						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	728	718	Sacrarium (S-M): A Roman-themed chapel or shrine in which holy / unholy objects are stored
				729	719	
					720	

						(probably meaning clerical magic items). [R0953]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	730 731	721 722 723	Sacred Abattoir (S-M-L): A slaughterhouse chamber, where beasts or monsters are slain as a ritual sacrifice. [R0954]
-	719 720	-	-	732 733	724 725 726	Sacred Crypt (S): A crypt that has been protected by holy powers against the (rise of the) undead. [R0955]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	721	-	-	734 735	727 728 729	Sacred Tomb (M-L): A large sacred crypt. [R0956]
-	722 723	-	-	736 737	730 731 732	Sacrificial Chamber (S-M): A room where mortal sacrifices are made to a deity, demon lord, or arch-devil. [R0957]
746 747 748	-	-	-	-	-	Sacrificial Grotto (S-M): A grotto which serves as a sacrificial chamber. [R0958]
749 750 751 752	724 725	-	-	738 739	733 734 735	Sacrificial Pool (T-S-M): A pool where sacrificial victims are drowned or slaughtered. [R0959]
-	726 727	-	-	740 741	736 737 738	Sacrificial Vault (L-H): A vault where material sacrifices (typically treasure) are kept under protection for the honor of a deity, demon lord, or arch-devil. Plundering such a place may have unfortunate consequences. [R0960]
-	-	-	-	742 743	-	Sacristy (S-M): A room where clerical vestments and objects (holy or unholy) are stored. [R0961]
-	728	711 712 713	704 705	-	-	Safe Room (S-M): A room with locking doors, intended to protect nobles or other important denizens during an invasion. [R0962]
-	-	714 715 716	706	744	-	Salon (S-M): A formal and beautiful drawing room or reception room. [R0963]
-	-	-	707	745	-	Salr (L-H): A Nordic-themed hall. [R0964]
753 754 755	-	-	-	-	-	Salt Cave (S-M): A cave with extensive salt deposits. The salt might be mined, or consumed, by creatures or monsters. [R0965]
756 757 758	-	-	-	-	-	Salt Cavern (L-H): A large salt cave. [R0966]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	729 730	717 718	708	-	-	Salt Cellar (S-M): An underground room where salt blocks are stored. May also be used to store salted meats or preserves. [R0967]
-	731	719 720	709 710	-	-	Salt Chamber (S): A locked, and/or above ground, salt cellar. [R0968]
759 760 761	732 733	-	-	-	-	Salt Mine (M-L-H): A natural area where salt is mined. [R0969]
-	734	721 722	711 712	-	-	Salt Room (M): A larger salt chamber. [R0970]
-	735	-	-	746 747	-	Sanctuary (S-M): A room where only senior priests are allowed. By another definition, a place where those of a certain faith (alignment) are protected from harm. [R0971]
-	736 737	-	-	748 749	-	Sanctum (S-M): A secret or private room within a temple; or, in a dungeon sense, the quarters, shrine, and/or scrying/meditation area of a cleric. [R0972]
-	-	-	-	750 751	-	Sanctum Sanctorum (S-M): The forbidden place within a temple. This is where the god or power manifests, which is forbidden to all mortals (including the high priest). In the real world, this is where the god's sacred statue is likely to be; in an FRPG, this might even be the place where the god / demon lord / arch-devil etc. appears in avatar form to devout worshippers. [R0973]
762 763 764 765	738 739	-	-	-	739 740 741	Sandpit (S-M-L): A room dominated by a floor excavation which leads down to a dangerous sandy area (a sinkhole, sand trap, hidden tomb, crumbling stairway, etc.). [R0974]
766 767 768	-	-	-	-	-	Sandstone Cave (S-M): A cave whose surfaces are made of relatively soft sandstone, which might be wind-sculpted, burrowed into, carved, etc. [R0975]

CS	DU	MH	SH	TE	TO	Room Type and Description
769 770 771	-	-	-	-	-	Sandstone Cavern (L-H): A large sandstone cave. [R0976]
-	740 741	-	-	752	742 743 744	Sarcophagus Chamber (S-M): A small room featuring a sarcophagus. [R0977]
-	742 743	-	-	753	745 746 747	Sarcophagus Room (M-L): A room featuring one or more sarcophagi. [R0978]
-	-	723 724	713 714	754	-	Sauna (S-M): A steam room, fed by underground fires and/or fireplaces, where smoke is minimized and steam presence is maximized (for health benefits). [R0979]
-	-	725 726	-	755	-	Schola (S-M): The reclining chamber and study of a sage or philosopher. [R0980]
772 773 774	744 745	-	-	-	-	Scrapheap (S-M-L): A room or cave that is dominated by a pile of trash. [R0981]
-	-	-	715 716	756	-	Scriptorium (M-L): Similar to an inscription chamber, but larger. [R0982]
-	-	727 728 729	717 718	757	-	Scullery (S-M): A room for food preparation. [R0983]
-	746 747	-	-	-	748 749 750	Sealed Tomb (S-M-L): A tomb that has not yet been entered or violated. [R0984]
-	748 749	-	-	-	751 752 753	Secret Crypt (S-M-L): A crypt which is hidden behind a secret door. [R0985]



CS	DU	MH	SH	TE	TO	Room Type and Description
775 776 777	750 751	-	-	-	-	Secret Cyst (T-S-M-L): A cyst which was completely sealed off by stone, but which harbored something valuable (unmined gems, adamantite, etc.). Clever monsters or underworld demi-humans created a secret door to reach the cyst and to plunder it. Secret cysts are commonly found in chains. [R0986]
778 779 780	-	-	-	-	-	Secret Grotto (S-M): An artificial cave which is hidden behind a secret door. [R0987]
-	-	730 731	719 720	758	-	Secret Guardroom (S-M): A place where elite guards are stationed, either to defend an important person's quarters or to stage counterattacks behind invaders. [R0988]
-	751 753	732 733	721 722	759	754 755	Secret Room (T-S-M-L): A room that can only be accessed through a secret door. [R0989]

					756	
CS	DU	MH	SH	TE	TO	Room Type and Description
-	754 755	-	-	-	757 758 759	Secret Tomb (S-M-L): A tomb which is hidden behind a secret door. [R0990]
-	-	-	-	760 761	-	Seminary (S-M): A schoolroom for mid-level priests. [R0991]
-	756 757	-	-	762	760 761 762	Sepulcher / Sepulchre (S-M, perhaps in a M-L-H space): A small free-standing tomb structure, in which someone (or something) is buried. In an interior setting, there will be a room surrounding the sepulcher structure. [R0992]
-	758	-	-	763	763 764 765	Sepulchral Cell (T): A small sepulcher. [R0993]
-	-	-	-	764 765	766 767 768	Sepulchral Chapel (S-M-L): A mortuary chapel which branches off into several sepulchers. [R0994]
-	759 760	-	-	766	769 770 771	Sepulchral Hall (L-H): A room or space featuring several (radiating?) sepulchers. [R0995]
-	761 762	-	-	767	772 773 774	Sepulchral Heroum (S-M, perhaps in a M-L-H space): The tomb of a hero (a valorous mortal who performed deeds, as opposed to a demigod, god or goddess). [R0996]
-	-	-	723 724	768	-	Seraglio (S-M): A harem enjoyed by the stronghold's ruler, and possibly by the stronghold's champions or favored ones as well. [R0997]
-	-	734 735	725 726	769	-	Servants' Hall (M-L-H): A large hall used by servants as a dining, gathering, assembly, and resting area. [R0998]
-	-	736 737	727 728	770	-	Servant's Quarters / Servants' Quarters (T-S-M): In the singular, a pallet bedchamber for one servant. In the plural, a pallet or bunk bedchamber for several servants. [R0999]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	738 739 740	729 730	771	-	Servery (T-S-M): A nearly-forgotten term for a room where food is prepared before being put into a dining room; or, a place food is served to a large number of people who then seat themselves elsewhere (for example, in a banquet hall). [R1000]
-	-	741 742	731 732	772	-	Set (S-M): A Nordic-themed waiting room. [R1001]
-	763 764	-	-	-	775 776 777	Sewer (T-S-M-L-H): A network of conduits, passageways and rooms meant for the transportation of waste and waste water away from living areas. In a dungeon setting, the sewer may be ancient (and dry); in a lived-in setting, the sewer may be impassable or partially impassable. [R1002]
-	-	743 744	-	-	-	Sewing Room (S-M): A workroom intended for sewing and weaving. [R1003]
781 782 783	-	-	-	-	-	Shaft Cave (S-M): A cave with several shelves, tiers, and steep vertical descents. Similar to a vertical cave (see that entry), but narrower, steeper, and more perilous and with fewer ledges. [R1004]
784 785 786	-	-	-	-	-	Shaft Cavern (L-H): A large shaft cave. [R1005]
787 788 789	765	-	-	-	-	Shanty / Shanties (T-S-M): Sometimes built within large halls / rooms by territorial dwellers. These are ramshackle dwellings created from wood, hides, metal and various junk. Single shanties are similar to stilt huts in regards to inhabitants, while clustered or interconnected shanties are typically used by bandits, humanoids, halflings and the like. [R1006]
-	766	-	733 734	-	778 779 780	Shelter (T-S): A haphazard, poorly-assembled dwelling place within a larger space; or, a room

						of some former purpose, quickly converted to serve as a refuge or living area. [R1007]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	767	-	735 736	773	-	Shop (S-M): A space devoted to mercantile activities. In a subterranean setting, this may be more of a trading area than a traditional floor-and-counter setup. [R1008]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	768 769	745 746	737 738	774 775	781 782 783	Shrine (S-M): A consecrated room, which is smaller than the main temple. Differentiated from a shrine room, as follows: a “shrine” implies that the entire room is sacred and covered with sacred writings, likely with icons and statuettes in wall niches; and a “shrine room” implies that there is a standing structure or descending area, which is sacred, with open space around it. [R1009]
-	770 771	747 748	739 740	776 777	784 785 786	Shrine Chamber (S): A small room featuring a shrine. [R1010]
-	772 773	749 750	741 742	778 779	787 788 789	Shrine Room (M-L): A room featuring a shrine. [R1011]
790 791 792 793	-	-	-	-	-	Shunned Cave (S-M): A cave that the area’s denizens consider to be dangerous or horrifying (due to a curse, monster, undead, grim feature, memory, etc.). [R1012]



CS	DU	MH	SH	TE	TO	Room Type and Description
794 795 796	-	-	-	-	-	Shunned Cavern (L-H): A large shunned cave. [R1013]
-	774	-	743 744	-	790 791 792	Sibitti (S-M-L, with L implying multiple cells): An Akkadian- or Babylonian-themed prison or dungeon chamber. [R1014]
-	-	751 752	745 746	780	-	Sick Chamber (S): A small sick room. [R1015]
-	-	753 754	747 748	781	-	Sick Room (M-L): A carefully prepared and removed room where a diseased or wounded person can be kept and cared for. [R1016]
-	-	755 756	-	782	793 794 795	Simmiltu (T-S-M): An Akkadian- or Babylonian-themed stairway room or landing. [R1017]
797 798 799 800	775 776	-	-	-	796 797 798	Sinkhole (S-M-L-H): A dangerous feature, where the floor has collapsed to create an open space and a plunge down into a lower cavern area. [R1018]
-	-	757 758 759	749 750	783	-	Sitting Room (S-M): A more formal living room. [R1019]
-	-	-	751 752	784	-	Skali (S-M-L): A Nordic-themed barracks or sleeping hall. [R1020]
-	-	-	753 754	-	-	Skinning Room (S-M): A room where taxidermy specimens are prepared, later to be displayed in a taxidermy hall or trophy hall. [R1021]
801 802 803	-	-	-	-	-	Skull Cavern (L-H): A large cave of skulls. [R1022]
-	777 778	-	755 756	785	-	Slave Chamber (T-S-M): A room where slaves dwell, either under guard or in captivity. [R1023]

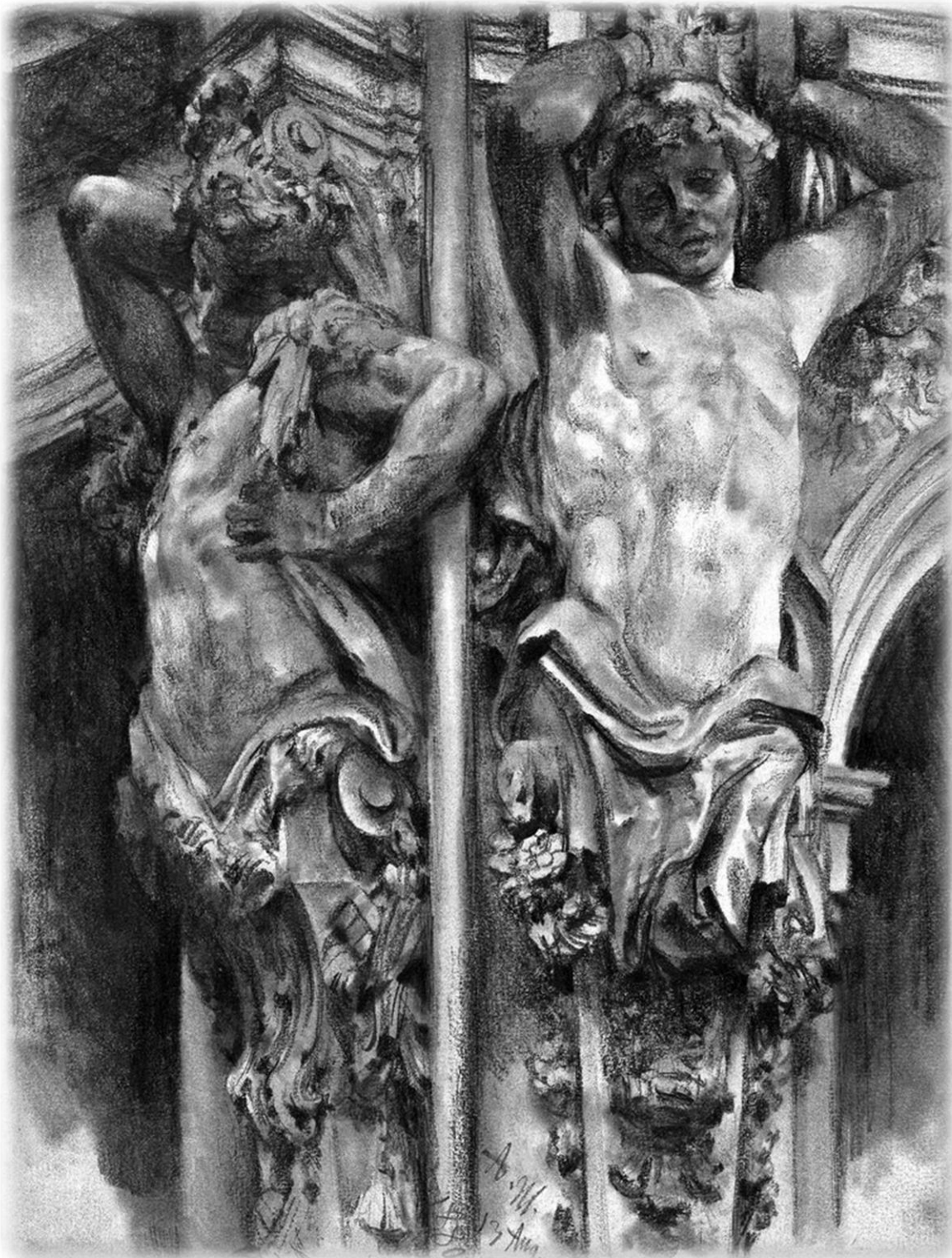
-	779 780	-	757 758	786	-	Slave Pit (T-S-M): A vertical shaft where slaves dwell. [R1024]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	781 782	-	-	-	799 800 801	Slaves' Tomb (S-M-L): A tomb for many slaves; in some cultures, when a ruler would die all of his or her people were entombed as well. [R1025]
-	-	760 761 762	759 760	787	-	Sleeping Chamber (S): A bedchamber with a heavy emphasis on sleeping; the living furnishings (table, desk, chair, wardrobe, etc.) are likely in an adjacent area. Or, the living furnishings are minimized, and kept in a collapsible trunk or similar contrivance. [R1026]
-	-	-	761 762	788	-	Sleeping Hall (L): A large sleeping chamber for many people. [R1027]
-	-	763 764 765	763 764	789	-	Sleeping Room (M): A larger sleeping chamber, for one to three people (depending). [R1028]
804 805 806	-	-	-	-	-	Slime Cave (S-M): A cave infested with slime. The slime might be phosphorescent, alchemical, poisonous, moldy, fungal, or monstrous (moving). [R1029]
807 808 809	-	-	-	-	-	Slime Cavern (L-H): A large slime cave. [R1030]
810 811 812	-	-	-	-	-	Sloping Cave (S-M): A cave with an uneven floor, which descends — not steeply, but in a noticeable fashion — in one direction. [R1031]
813 814 815	-	-	-	-	-	Sloping Cavern (L-H): A large sloping cave. [R1032]
816 817 818	783 784	-	-	-	-	Sludge Pit (T-S-M): A pit that is filled with thick mud. Different from a cesspit, in that a cesspit is filled with trash, and a sludge pit is an intentionally-fashioned death trap that is very difficult to get out of. [R1033]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	785 786	-	765 766	-	-	Smelter (S-M-L): A room where ore is smelted. [R1034]
-	787 788	-	767 768	790	-	Smithy (S-M-L): A blacksmith's work area. Typically less impressive than a forge. [R1035]
-	789 790	766 767 768	769 770	791	-	Smoke Room (S-M): A room where smoke is deliberately funneled in, or kept in, to dry and cure flavored meats. In grim game terms, this might also imply that monsters with good taste are smoking the remains of adventurers and other victims! [R1036]
-	-	769 770	-	-	-	Solar (S-M): A formal sunroom, perhaps even designed as a bedroom. [R1037]
-	-	771 772	-	792	-	Solarium (S-M-L): An ancient sunroom, designed not only to bring in light, but also to worship the sacred sun. [R1038]
-	-	773 774	771 772	793	-	Spear Closet (T-S): A space unintentionally created by poor planning or renovation. In a dungeon, this is likely a triangular space with two 10' long walls (i.e., a triangular half of one map square). [R1039]
-	791 792	-	-	794	802 803 804	Spiral Labyrinth (M-L-H): A ceremonial form of labyrinth, featuring tunnels which spiral into dead ends. This ritual setup with few branching paths is usually intended as a monster lair, or as the ceremonial area leading up to a shrine or gateway. [R1040]
819 820 821	-	-	-	-	-	Spur Cave (S-M): A cave which branches off in an unexpected direction, away from the majority of the cave system. [R1041]
822 823 824	-	-	-	-	-	Spur Cavern (L-H): A large spur cave. [R1042]
-	-	-	773 774	-	-	Squires' Hall (M-L): A place where the knights' or champions' apprentices gather, and are possibly quartered. [R1043]

-	793 794	775 776	775 776	795	-	Stable (S-M-L): A place where warhorses or other mounts are kept ready. In an underground area, this could mean giant spiders, giant lizards, etc. [R1044]
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CS	DU	MH	SH	TE	TO	Room Type and Description
-	795 796	777 778	777 778	796	805 806 807	Stair Chamber (S): A small room at the top or bottom of a stairway. [R1045]
-	797 798	779 780 781	779 780	797	808 809 810	Stairway Room (M): A room at the top or bottom of a stairway. [R1046]
825 826 827	-	-	-	-	-	Stalactite Cave (S-M): A cave of stalactites, but with few or no stalagmites. There may also be floor-to-ceiling columns. [R1047]
828 829 830	-	-	-	-	-	Stalactite Cavern (L-H): A large stalactite cave. [R1048]
831 832 833	-	-	-	-	-	Stalagmite Cave (S-M): A cave of stalagmites, but with few or no stalactites. There may also be floor-to-ceiling columns. [R1049]
834 835 836	-	-	-	-	-	Stalagmite Cavern (L-H): A large stalagmite cave. [R1050]
-	-	782 783	781 782	798	-	State Chamber (S-M): Similar to a council chamber, but also intended for the use of trusted visitors. [R1051]
-	-	784 785	783 784	799	-	State Room (L-H): A grand great hall, designed primarily to intimidate or impress. [R1052]
-	799 800	786 787	785 786	800	811 812 813	Statuary (S-M-L): A room or hall where busts, colossi, and/or statues are displayed. In a dungeon, this might be the lair of a petrifying monster. [R1053]



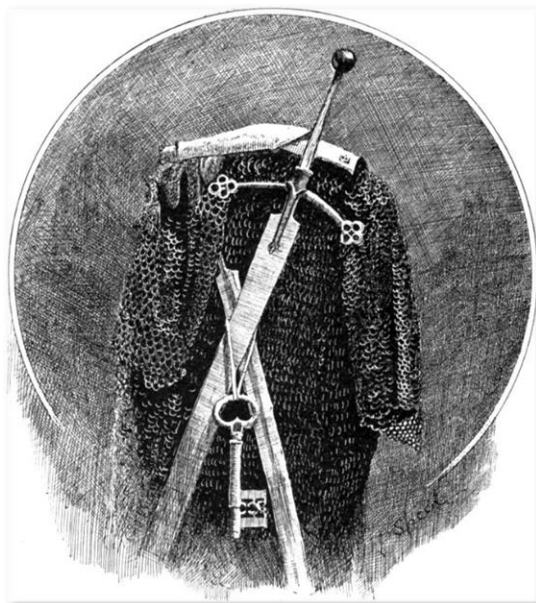
CS	DU	MH	SH	TE	TO	Room Type and Description
837 838 839	-	-	-	-	-	Steam Cave (S-M): A geothermal cave filled with (dangerous?) steam. [R1054]
840 841 842	-	-	-	-	-	Steam Cavern (L-H): A large steam cave. [R1055]
-	801 802	788 789 790	787 788	801	-	Still Room (S-M): A distillery room used for the creation of beers, soaps, ointments, unguents, or something similar. [R1056]
-	803 804	791 792	789 790	802	814 815 816	Stockpile Room (S-M): A place where many general supplies are kept. See also storeroom for various subtypes. [R1057]
-	-	793 794	-	803	-	Stofa (S-M): A Nordic-themed sitting room. [R1058]
843 845 846	-	-	-	-	-	Storage Cave (S-M): A cave which is being used as a storeroom. See storeroom entries for various subtypes. [R1059]
847 848 849	-	-	-	-	-	Storage Cavern (L-H): A large storage cave. [R1060]
-	805 806	795 796	791 792	804	817 818 819	Storage Chamber (S): A place where supplies are kept, but the room is likely sealed for purposes of preservation, security, etc. In general, a small storeroom. [R1061]
-	807 808	797 798	793 794	805	820 821 822	Storage Room / Storeroom (S-M): A room where things are stored. (Examples include food storage, wine, leather goods, lumber, coal, supplies and sundries, textiles, etc.; see below.) A general “storeroom” without a describing adjective may either be filled with a random jumble of many things, or ruined, or currently empty (featuring only pallets, empty barrels, emptied boxes, etc.). [R1062]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	809 810	799 800	795 796	806	-	Storeroom – Alchemical (S-M): A shelved storeroom with careful storage nooks for alchemical ingredients (not necessarily solids); some of which will be valuable, rare, exotic, and/or poisonous. [R1063]
-	811 812	801 802	797 798	807	-	Storeroom – Alcohol / Wine (S-M): A storeroom, and possibly an aging room, for alcoholic beverages. [R1064]
-	813 814	803 804	799 800	808	-	Storeroom – Armor (S-M): A storage area for armor and shields. The armor will typically be kept in racks, or on pegs, or in trunks, or something similar. [R1065]
-	815 816	805 806	801 802	809	-	Storeroom – Box Room (S-M): A storeroom with shelving or alcoves suited for boxes, chests, and trunks. What's in the containers, if anything, is quite another matter. [R1066]
-	817 818	807 808	803 804	810	-	Storeroom – Butchered Meat (S-M): A storeroom (possibly chilled) with hanging iron hooks and haunches of meat. [R1067]
-	819 820	809 810 811	805 806	811 812	823 824 825	Storeroom – Ceremonial (S-M): A room which includes stage-works, “miracle” works (smoke bombs, glittering powder, etc.) and other trappings used in theatrical ceremonies. Can also include ritual objects, tapestries, etc. [R1068]
-	821 822	812 813 814	807 808	813	-	Storeroom – Char / Coal (S-M): A storeroom for forge and fireplace fuel. The room might be filled with coal, wood, sawdust, soot, charcoal, etc. [R1069]
-	823 824	815 816 817	809 810	814	-	Storeroom – Cheese (S-M): A special storeroom where cheese is kept and aged. [R1070]
-	825 826	818 819 820	811 812	815	826 827 828	Storeroom – Construction (S-M): A storeroom with construction materials, including both some kind of raw material (lumber, cut stone,

						ornamentation, etc.) and some kind of tools (ropes and pulleys, hammers, saws, measures, etc.). [R1071]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	827 828	821 822	813 814	816	-	Storeroom – Drink (S-M): A storeroom for consumable, non-alcoholic liquids. The storeroom might be for cider, herbal waters, tea, juices, potion ingredients, pure water, etc. [R1072]
-	829 830	823 824	815 816	817	-	Storeroom – Dry Goods (S-M): Generally, “dry goods” implies textiles or textile products ... example include clothing, cotton bales, blankets, cloaks, yarn, tapestry material, canvas, leather, etc. [R1073]
-	831 832	-	-	818	829 830 831	Storeroom – Embalming (S-M): A room for embalming and corpse preservation instruments. May include (depending on culture) natron salts, canopic jars, scalpels, blood vases, stitching wire, etc. [R1074]
-	833 834	825 826	817 818	819	-	Storeroom – Equipment Room (S-M): In game parlance, this is a storeroom which is specifically filled with items that an adventuring party would find useful: spikes, poles, torches, picks, crowbars, perhaps even holy water vials, and so forth. Compare tool room. [R1075]
-	835 836	827 828	819 820	820	832 833 834	Storeroom – Failed Experiments (S-M): A classic “I’ll fix it later when I know how” room for (mad?) magi; contents might include mis-transmogrified objects, invisible furniture, molten stone, petrified statues, twisted corpses, etc. [R1076]
-	837 838	829 830	821 822	821	-	Storeroom – Foodstuffs (S-M): A storeroom for foodstuffs. Most stored foods (without refrigeration) are dried, salted, preserved, or specially sealed. [R1077]

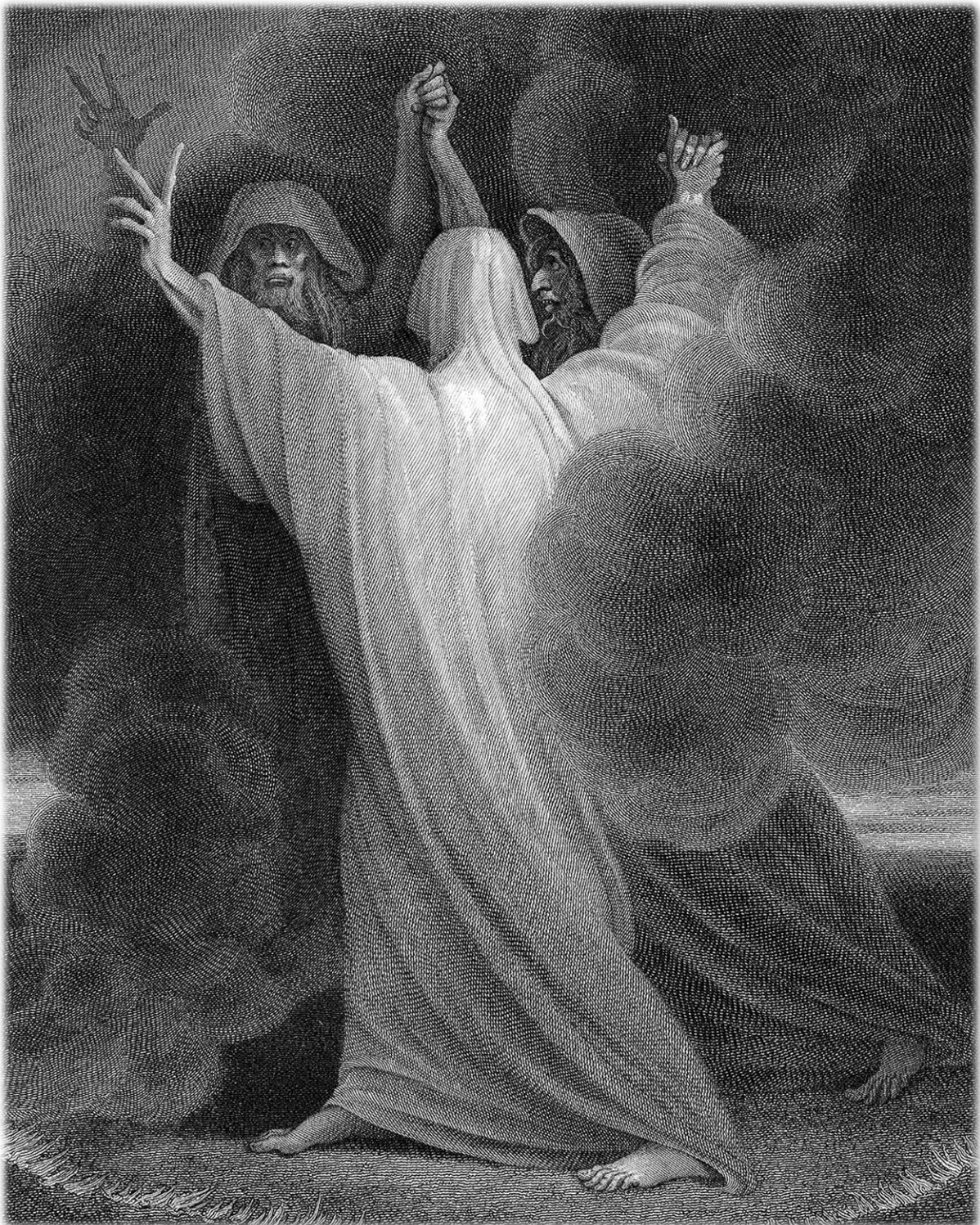
-	839 840	831 832 833	823 824	822	-	Storeroom – Furniture (S-M): A storeroom for unused or broken (but fixable) furniture. Compare lumber room. [R1078]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	841 842	834 835	825 826	823	-	Storeroom – Herbs & Spices (S-M): A room for storing healing herbs, special plants, valuable spices, etc. May be locked if the contents are expensive. [R1079]
-	843 844	836 837	827 828	824	-	Storeroom – Ice (S-M): Non-magical ice storage in pre-electrical times is possible; just ask the ancient Persians and the Romans. It seems to require a closed area, sawdust, straw, reflective shields (if any sources of sunlight or fire are nearby) and clever structural evaporative cooling. Or, you can just use magic. This room features ice blocks, tongs, sawdust, rollers, and so forth. [R1080]
-	845 846	838 839	829 830	825	-	Storeroom – Lumber (S-M): A storage area for timbers, and possibly for partially constructed or damaged pieces of wooden fortifications. [R1081]
-	847 848	840 841	831 832	826	835 836 837	Storeroom – Masonry (S-M): A storage area for stone blocks, and possibly for stonemasons' tools or repair tools. [R1082]
-	849 850	842 843 844	833 834	827	-	Storeroom – Oil (S-M): A storage area for flaming oil, cauldrons, handling equipment, pulleys, etc. As a more pleasant alternative, this could be a storage room for olive oil, kept in wax-sealed amphorae. [R1083]
-	851 852	845 846	835 836	828 829	-	Storeroom – Reagents (S-M): In gaming parlance, reagents are material spell components. The contents might be valuable (gem powder), creeper (eye of newt, wing of bat type stuff), or obscure (crystal prisms, dried oak leaves, a spider with her webs being cultivated, etc.). [R1084]

-	853 854	847 848	837 838	830	-	Storeroom – Salt (S-M): A storage area for salt and salt blocks, and possibly for entire salted carcasses (siege meat) as well. [R1085]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	856 857	849 850	839 840	831	-	Storeroom – Sundries (S-M): A storage area combining several specialized types of goods. If you need inspiration, roll 1D4+1 and select that number of specialized storeroom descriptions. [R1086]
-	858 859	851 852	841 842	832	838 839 840	Storeroom – Tools and Gear (S-M): A storeroom which might include hammers, mallets, wedges, crowbars, weights, shovels, pickaxes, block and tackle, etc. [R1087]
-	860 861	853 854	843 844	833 834	-	Storeroom – Water (S-M): A storage area for casks of pure water. Similar to a drink storeroom, but there is no variety. [R1088]
-	862 863	855 856	845 846	835 836	-	Storeroom – Weapons (S-M): Similar to an arsenal, but less secure (typically for quick and ready access). The weapons will be in racks, trunks, hanging from pegs, etc. The door is unlikely to be locked. [R1089]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	857 858	-	-	-	Storm Cellar (S-M): A reinforced underground retreat where a manor's residents can take shelter during a storm, fire, magical cataclysm, etc. [R1090]
850 851 852	-	-	-	-	-	Stream Cave (S-M): A cave with a stream flowing through it, which might or might not be navigable. [R1091]
853 854 855	-	-	-	-	-	Stream Cavern (L-H): A large stream cave. If you like, you can have this result mean that there is a full underground river present, but this is not a randomly provided option because that single choice will affect your entire dungeon layout. [R1092]
856 857 858	864 865	859 860	-	-	841 842 843	Stricture (T-S): A tunnel or corridor that is extremely narrow, either due to nature, accident, or design (perhaps an entrance to a kobold lair?). [R1093]
-	866 867	861 862 863	847 848	837 838	-	Strongroom (S): A small locked treasure vault, or storeroom filled with valuables (such as reagents or spices). [R1094]
-	-	864 865 866	-	839 849	-	Studio (S): A small workroom for an artisan (painter, sculptor, engraver, etc.). [R1095]
-	-	867 868 869	849 850	841 842	-	Study (S-M): A library room where research and reading can be performed in peace. [R1096]
-	868 869	870 871 872	-	-	-	Sub-Basement (T-S-M): A room beneath a basement; in FRPG terms, this would likely be on "dungeon level two," or deeper, beneath a manor house. [R1097]
-	870 871	873 874	-	-	-	Sub-Cellar (T-S-M): A room beneath a cellar; in FRPG terms, this would likely be on "dungeon level two," or deeper, beneath a manor house. [R1098]

CS	DU	MH	SH	TE	TO	Room Type and Description
859 860 861 862	-	-	-	-	-	Submerged Cave (S-M): A cave that is completely underwater. [R1099]
863 864 865	-	-	-	-	-	Submerged Cavern (L-H): A large submerged cave. [R1100]
-	872 873	-	-	843 844	844 845 846	Submerged Chamber (S): A small room that is completely underwater. This could be the result of flooding or an accident; or, it could be the lair of aquatic monsters. [R1101]
-	874 875	-	-	845 846	847 848 849	Submerged Hall (L-H): A very large submerged chamber. [R1102]
-	876 877	-	-	847 848	850 851 852	Submerged Room (M): A larger submerged chamber. [R1103]
-	-	-	851 852	849 850	-	Sudatorium (S-M-L): An ancient sauna with a vaulted ceiling. [R1104]
-	-	875 876	853 854	851 852	-	Suite (M): A finely-appointed bedroom. [R1105]
-	-	877 878	855 856	853 854	-	Suite Chamber (S): A finely-appointed bedchamber. [R1106]
-	878 879	879 880	857 858	855 856	-	Summoning Chamber (S): A small room where monsters are summoned or conjured. [R1107]
-	880 881	881 882 883	859 860	857 858	-	Summoning Room (M-L): A larger summoning chamber. [R1108]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	882 883	884 885	861 862	859 860	853 854 855	Summoning Gauntlet (M-L-H): See gauntlet entry. A gauntlet where monsters are summoned to repel or destroy intruders. [R1109]
-	-	886 887	-	861	-	Sunroom (S-M): In an FRPG, this is likely a term for a room which can actually be illuminated by sunlight for reading or comfort purposes. Common in manor houses, but underground this would be a special room lit by a long open chute, angled window chute, or reflecting mirrors. [R1110]
-	-	888 889	-	862	-	Svefnhus (S-M): A Nordic-themed bedchamber. [R1111]





IS FOR TEMPLE

Lofty and amazing were the seventeen tower-like **temples** of Sarnath, fashioned of a bright multi-coloured stone not known elsewhere. A full thousand cubits high stood the greatest among them, wherein the high-priests dwelt with a magnificence scarce less than that of the kings.

On the ground were halls as vast and splendid as those of the palaces; where gathered throngs in worship of Zo-Kalar and Tamash and Lobon, the chief gods of Sarnath, whose incense-enveloped shrines were as the thrones of monarchs. Not like the eikons of other gods were those of Zo-Kalar and Tamash and Lobon, for so close to life were they that one might swear the graceful bearded gods themselves sate on the ivory thrones. And up unending steps of shining zircon was the tower-chamber, wherefrom the high-priests looked out over the city and the plains and the lake by day; and at the cryptic moon and significant stars and planets, and their reflections in the lake, by night.

Here was done the very secret and ancient rite in detestation of Bokrug, the water-lizard, and here rested the altar of chrysolite which bore the DOOM-scrawl of Taran-Ish ...

— *The Doom That Came to Sarnath*, by H. P. Lovecraft

T is for Temple						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	863 864	863	-	Tablinum (S-M): An ancient receiving room, bedroom, or study. [R1112]
-	-	890 891	865 866	864	-	Tack Room (S-M): A place where saddles, stirrups, reins, barding, and similar gear are stored. In an FRPG, the mounts which are equipped with such items might not necessarily be horses. A tack room could even be underground (for riding lizards, or rideable giant spiders, for example). [R1113]
-	884 885	-	867 868	-	-	Tank (S-M-L-H): A chambered, well-structured, and/or relatively advanced cistern. [R1114]
866 867 868	886 887	-	-	-	856 857 858	Tar Pit (T-S-M): A naturally-occurring asphalt pit, which can prove very dangerous to beasts ... and to adventurers as well. [R1115]
-	888 889	-	-	865	859 860 861	Taum (T-S-M): An Akkadian- or Babylonian-themed secret room. [R1116]
-	-	892 893	869 870	-	-	Taxidermy Hall (S-M-L): A room where stuffed creature and/or monster hides are displayed. See also hunters' hall, which is a variation in which (typically) the trophies have been gathered by hunters and/or champions associated with the hall and its environs. [R1117]
-	890 891	894 895 896	871 872	866 867	862 863 864	Teleportation Chamber (T-S-M): A type of trick created by magi, in which a room causes those who enter to teleport to another (identical-looking?) chamber. The purpose of the rooms, usually, is to confuse intruders, to allow the

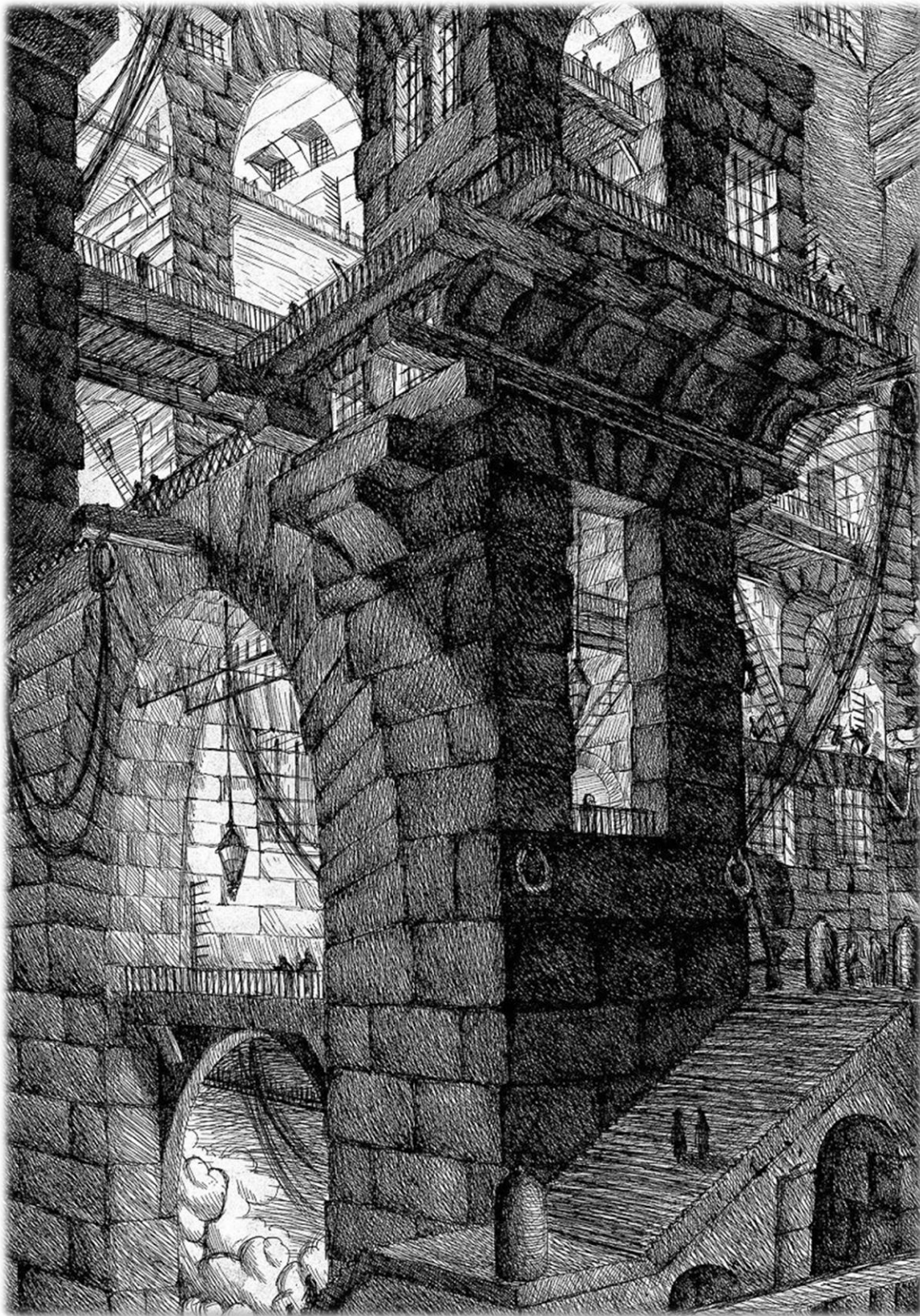
						escape of important personages, and/or to hasten the response of guards to vulnerable areas. [R1118]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	892 893	-	873 874	868 869	865 866 867	Temple (M-L-H): The main hall of worship, where a god, goddess, demigod, arch-devil, or demon lord is worshipped by reverent priests. There are almost certainly guardians here, and there may well be auras of divine or infernal magic as well. [R1119]
869 870 871	-	-	-	-	-	Temple Cavern (L-H): A large cave temple. [R1120]
-	894 895	-	875 876	870 871	868 869 870	Templum (L-H): An ancient (Roman-themed?) temple. [R1121]
-	-	897 898	877 878	872 873	-	Tepidarium (S-M-L): A room with a warm-water Roman bath. [R1122]
-	896 897	-	879 880	874 875	871 872 873	Terminus (T-S-M): A dead end to an ancient tunnel, or an ancient room which forms the end of a locale ("dungeon level"). [R1123]
-	-	899 900	-	876 877	-	Thalamos (S-M): A Greek-themed sleeping room. [R1124]
-	-	901 902	881 882	878 879	-	Theater (L-H): A large room where seated or standing observers watch an entertainment of some kind. Typically this means a play or dance, but more imaginatively might indicate observation of formal duels, illusions, acts of magic, torture, displays of thief craft or acrobatics, etc. [R1125]
-	-	903 904	883 884	880 881	-	Therma (L-H): A large Roman bath complex of interconnected rooms. (Arguably, communal bathing was crucial to Roman health, longevity, and therefore learning and supremacy in a non-magical world.) Depending on the size of the

						area, this may include a calidarium, frigidarium, tepidarium, and/or a gymnasium. [R1126]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	898 899	905 906	885 886	882 883	874 875 876	Tholos (S-M-L): A domed room or tomb. [R1127]
-	900 901	907 908	-	884 885	877 878 879	Threshold (T-S-M-L): A ceremonial area leading into a larger area, manifesting a transition in meaning or atmosphere. In dungeon design, this might mean (for example) the location where a tomb level leads into a temple sub-region. Or, it could mean that there is a magical field (dispel magic, for example) protecting the area before a great hall is reached, etc. As opposed to an entry, a threshold implies a major transition of meaning, security, wealth, or secrecy. [R1128]
-	-	-	887 888	-	-	Throne Hall (L-H): A large hall where a guarded noble is seated upon a throne, holding audience with his or her subjects. [R1129]
-	-	-	889 890	-	-	Throne Room (M): A smaller throne hall. Usually, a smaller throne room is used for more security, and a higher guard-to-visitor ratio. [R1130]





CS	DU	MH	SH	TE	TO	Room Type and Description
-	902 903	-	-	-	880 881 882	Tomb (M-L): A room which is used to store the honored remains of the dead. A tomb is a “basic” room of burial. Compare variations such as sepulcher, oubliette, burial vault, crypt, etc. [R1131]
-	904 905	-	-	-	883 884 885	Tomb Chamber (S): A small tomb. [R1132]
-	906 907	-	-	-	886 887 888	Tomb Shaft (T-S-M): A vertical tomb, or a room featuring shafts with vertical burials. [R1133]
-	908 909	909 910	891 892	886 887	889 890 891	Tool Room (S-M): A room where tools are stored. The tools will typically belong to one type of work, with the worker’s quarters or workroom nearby; examples include dyeing, leatherworking, paper making, pottery throwing, stonecutting, taxidermy, weaving, wood carving, etc. [R1134]
-	910 911	-	893 894	888 889	-	Torture Chamber (S-M-L): A room filled with implements (and as a traditional trope, an iron maiden) designed to physically punish prisoners. [R1135]
-	912 913	-	895 896	-	-	Torture Pit(s) (S-M-L, with L implying multiple pits): A torture chamber with a low central floor, surrounded by an elevated observation area. For the perspective of someone entering through a door, the observation area would be the “floor” and the center of the room would be perhaps 10’ or 20’ below. [R1136]



CS	DU	MH	SH	TE	TO	Room Type and Description
872 873 874	914 915	911 912 913	897 898	890 891	-	Tower / Tower Chamber (S-M-L-H, with the H variant being almost wholly subterranean): Outside, a tall, narrow fortification of several floors. Typically found at the corners of strongholds or fortified temples, but may also be found in a manor house or dilapidated mansion. Inside, likely a room or courtyard featuring a surprising tower fortification in the center for use by unreachable defenders. Some creatures (such as dark elves, netherworld gnomes, and dvergir) are known to make large subterranean areas with towers built up inside of them as well. [R1137]
-	-	-	899 900	892 893	-	Training Hall (L-H): A large training room. The size usually means that there is some form of mock combat occurring in the training area, and some safety measures to counteract haphazard activity. [R1138]
-	-	-	901 902	894 895	-	Training Room (M-L): A room where important non-soldiers (spies, mages, scouts, rogues, etc.) practice their arts. [R1139]
CS	DU	MH	SH	TE	TO	Room Type and Description
875 876 877	-	-	-	-	-	Treasure Cave (S-M): A cave where treasure is kept. Since caves can rarely be “sealed” (outside of the use of boulders and submerged tunnels), the existence of protective magic, traps, and/or guardian beasts is almost guaranteed. [R1141]
878 879 880	-	-	-	-	-	Treasure Cavern (L-H): A large treasure cave, which means more treasure, and even more protective measures. [R1142]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	916 917	914 915 916	903 904	898 899	892 893 894	Treasure Chamber (S-M): A small treasure room. The use of “chamber” instead of “vault” may imply that the door is unlocked, probably because there is some more sinister form of protection for the place. [R1143]
-	918 919	917 918	905 906	900 901	895 896 897	Treasure Vault (M-L): A room devoted solely to the protection of treasure; virtually certain to feature multiple locks, traps, and/or guardian monsters. [R1144]
-	-	-	907 908	-	-	Treasury (M-L): The treasure vault belonging to the stronghold’s ruler, or an important official. [R1145]
-	-	919 920	909 910	902 903	-	Triclinium (S-M): A Roman-themed dining room. [R1146]
-	-	921 922 923	911 912	904 905	-	Trophy Hall (L-H): A large room where trophies are displayed. In an FRPG, this is likely to include items from defeated monsters, such as mounted dragon heads, giant scorpion claws, acid mantis chitin, nightmare hooves, etc. Compare also hunter’s hall; a trophy hall sometimes implies conquest and intimidation more than hunting for sport or territory control. [R1147]
-	-	924 925	913 914	906 907	-	Trophy Room (S-M): A small trophy hall. [R1148]
-	920	-	-	908 909	898 899 900	Tuppi (S-M-L): An Akkadian- or Babylonian-themed archive (for clay tablets). [R1149]
881 882 883	921 922	926 927	915 916	910 911	-	Turret / Turret Vault (S-M-L): A small tower, or a room with a raised enclosed center where troops can attack intruders (perhaps with pole arms). Can also exist underground, see tower chamber (which implies a larger tower). [R1150]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	923	-	-	912 913	901 902 903	Turrinum (S-M-L): An Akkadian- or Babylonian-themed room of general purpose. [R1151]





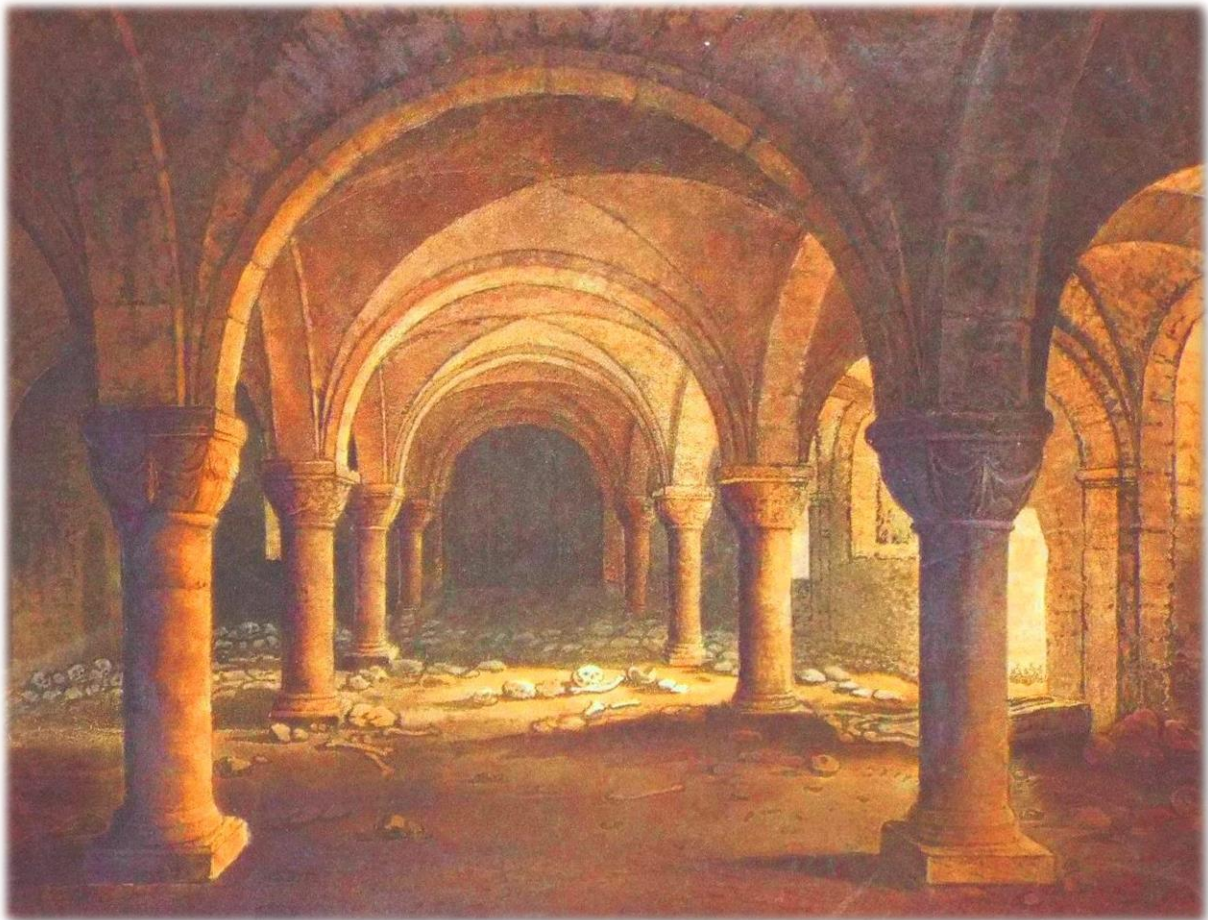
IS FOR UNDERGROUND PALACE

The youngest of the three sons ... made good use of his portion [of gold]. He married a wife and soon they had a most beautiful daughter, for whom, when she was grown up, he caused a great palace to be built underground, and then killed the architect who had built it. Next he shut up his daughter inside, and then sent heralds all over the world to make known that he who should find the king's daughter should have her to wife. If he were not capable of finding her, then he must die.

Many young men sought to discover her, but all perished in the attempt ...

— *The Princess Who Was Hidden Underground*, as told by Andrew Lang

U is for Underground Palace						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	928 929	-	914 915	-	Unctuarium (S-M): A Roman-themed room for the storage and application of oils, unguents, and perfumes. [R1151]



-	-	-	-	916 917	904 905 906	Undercroft (S-M-L-H): A large, vaulted subterranean place. Typically beneath a church or a temple. [R1152]
-	924 925	-	-	918 919	907 908 909	Undercroft (Special) (S-M-L-H): An odd, specialized use of an undercroft. This might be a kitchen, prison, undead guard room, netherworld mount stable, or even a cattle-hold or shop (as historically attested). [R1153]

CS	DU	MH	SH	TE	TO	Room Type and Description
884	926	-	-	-	-	Underground Lake (L-H): A natural body of freshwater in a subterranean locale. Deeper and larger than a pool. [R1154]
885	927	-	-	-	-	
886		-	-	-	-	
887	928	-	-	-	910	Underground Mausoleum (H): A vast hall in which an entire Mausoleum has been built as a separate structure (the room surrounds the edifice). [R1155]
888	929	-	-	-	911	
889		-	-	-	912	



CS	DU	MH	SH	TE	TO	Room Type and Description
890 891 892	930	-	-	-	-	Underground Palace (H): A (very rare) entire palatial structure built underground, either as a dungeon level, or inside of an immense cavern. Highly magical, and crafted through the application of great powers. Examples include the legend heading this section, the iron city of Dis, the palace of Nergal in the netherworld, and the palace of Hades. [R1156]
893 894 895	931	-	-	-	-	Underground Pyramid (H): A vast hall in which an entire pyramid has been built as a separate structure (the room surrounds the edifice). [R1157]
896 897 898	932 933	-	-	-	913 914 915	Underground River (H): A large natural river flowing underground, connecting caverns and possibly dungeon levels. You will probably want to reroll if you don't want a water theme for your dungeon. [R1158]
899 900 901	934 935	-	-	-	-	Underground Swamp (H): A wet cavern with an unusual ecosystem, perhaps featuring water-holding fungi, quicksand, tar pits, magical moss, mud pits, giant mushrooms, and / or misty waterfalls. [R1159]
902 903 904	936	-	-	-	916 917 918	Underground Ziggurat (H): A vast hall in which an entire ziggurat has been built as a separate structure (the room surrounds the edifice). [R1160]
905 906 907 908	937 938	-	-	-	919 920 921	Undervault (L-H): A large, secure subterranean room. It is probably protected by locks, magic, and/or small defensive structures built inside. [R1161]
909 910 911 912	-	-	-	-	-	Underwater Cave (S-M): A submerged cave covered by deep water. Unlike a submerged cave, the underwater cave may have a (magical?) air pocket. [R1162]

CS	DU	MH	SH	TE	TO	Room Type and Description
913 914 915	-	-	-	-	-	Underwater Cavern (L-H): A large submerged cave. [R1163]
-	939 940	930 931	917 918	920 921	922 923 924	Unfinished Chamber (S): A room which is only partially-constructed. It may be lacking flagstones, columns, a door, all four walls, etc. [R1164]
-	941 942	932 933	919 920	922	925 926 927	Unfinished Hall (L-H): A very large unfinished chamber. [R1165]
-	943 944	934 935	921 922	923	928 929 930	Unfinished Room (M): A larger unfinished chamber. [R1166]
-	945 946	-	-	-	931 932 933	Unfinished Tomb (S-M-L): An unfinished chamber or room, which is also a burial place. [R1167]
916 917 918	-	-	-	-	-	Unstable Cave (S-M): A dangerous form of cave, perhaps filled with rubble, fractured, or subject to acidic decay. The ceiling, floor, and / or wall may be ready to collapse (particularly if there is violent magical combat in the area). [R1168]
919 920 921	-	-	-	-	-	Unstable Cavern (L-H): A large unstable cave. [R1169]
-	-	-	-	924	-	Urbatu (S): An Akkadian- or Babylonian-themed bedchamber. [R1170]
-	-	-	-	925	-	Ursu (M): An Akkadian- or Babylonian-themed bedroom. [R1171]
-	947 948	-	-	926	934 935 936	Usgidum (T-S): A narrow Akkadian- or Babylonian-themed chamber. [R1172]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	949 950	9436 937	923 924	927	937 938 939	Utility Chamber (S): A small utility room. [R1173]
-	951 952	938 939	925 926	928	940 941 942	Utility Room (M-L): Similar to a workroom, but the room either (a) is used infrequently, (b) features heavy equipment (perhaps block and tackle), or (c) is a combination work and storage area. [R1174]





IS FOR VAULT

The **vault** to which I refer is of ancient granite, weathered and discoloured by the mists and dampness of generations. Excavated back into the hillside, the structure is visible only at the entrance. The door, a ponderous and forbidding slab of stone, hangs upon rusted iron hinges, and is fastened ajar in a queerly sinister way by means of heavy iron chains and padlocks, according to a gruesome fashion of half a century ago.

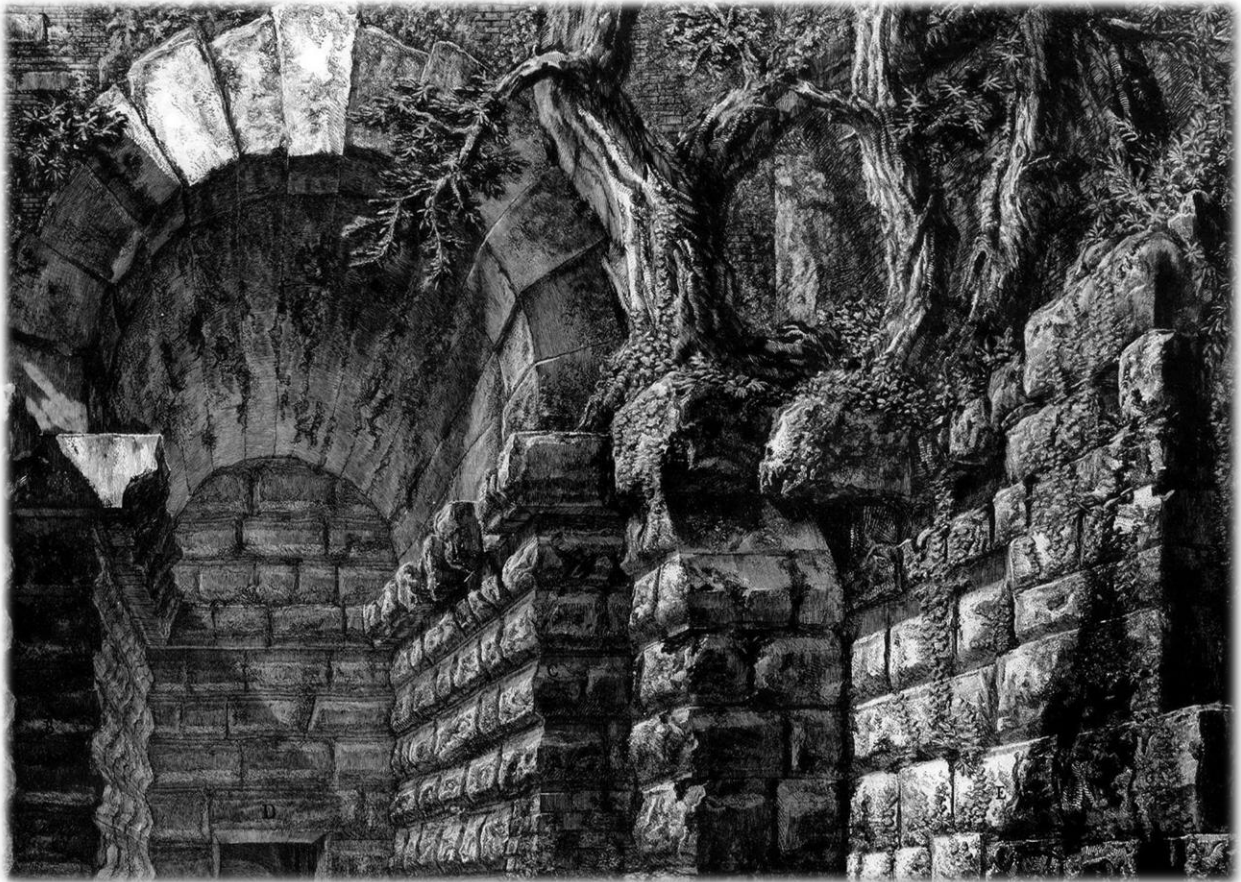
The abode of the race whose scions are here inurned had once crowned the declivity which holds the tomb, but had long since fallen victim to the flames which sprang up from a disastrous stroke of lightning. Of the midnight storm which destroyed this gloomy mansion, the older inhabitants of the region sometimes speak in hushed and uneasy voices; alluding to what they call "divine wrath" in a manner that in later years vaguely increased the always strong fascination which I felt for the forest-darkened sepulchre.

One man only had perished in the fire. When the last of the Hydes was buried in this place of shade and stillness, the sad urnful of ashes had come from a distant land; to which the family had repaired when the mansion burned down. No one remains

to lay flowers before the granite portal, and few care to brave the depressing shadows which seem to linger strangely about the water-worn stones ...

— *The Tomb*, by H. P. Lovecraft

V is for Vault						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	953 954	940 941	927 928	929	943 944 945	Vault (S-M-L): A room that is intentionally made difficult to access, and is used to secure valuable goods (e.g., treasure vault) or things that are not meant to be disturbed (e.g., burial vault). A “vault” without further description might be a room that is locked or sealed, but which does not contain things of obvious importance (the vault might be plundered, the treasure moved, or the coffins ransacked, etc.) [R1175]
922 923 924	-	-	-	-	-	Vaulted Cave (S-M): A cave with a (naturally) high ceiling, beyond the usual 10-15'. [R1176]
925 926 927	-	-	-	-	-	Vaulted Cavern (L-H): A large vaulted cave. Depending on the cavern’s dimensions and composition, the ceiling might be between 50’ and 100’ high. [R1177]
-	955 956	942 943	929 930	930	946 947 948	Vaulted Chamber (S-M): A chamber with a high ceiling, beyond the usual 10-15’. Compare with domed chamber; a dome is rounded, while a vault is usually angular. [R1178]
-	-	-	931 932	931	-	Vaulted Hall (L-H): A very large vaulted chamber; a hall with a high ceiling. [R1179]

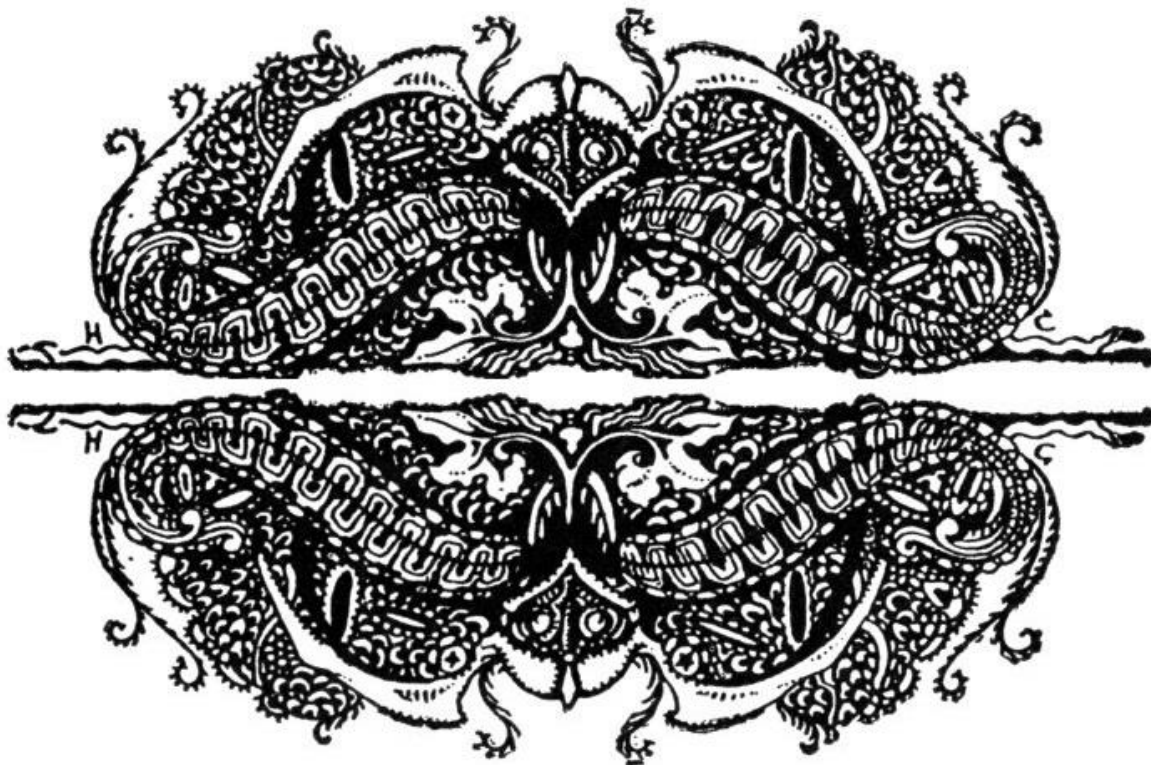


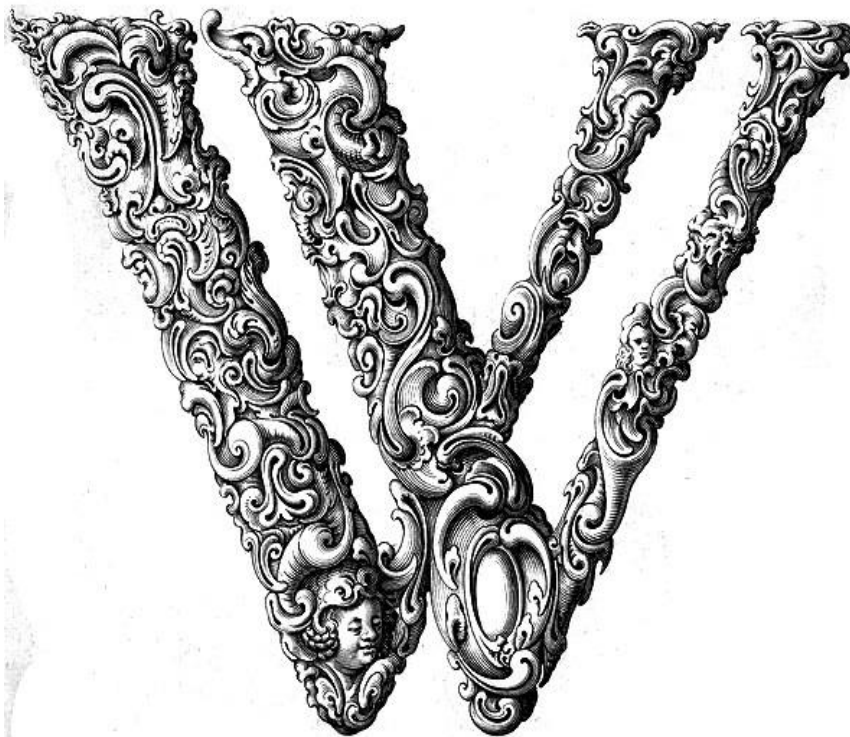
CS	DU	MH	SH	TE	TO	Room Type and Description
-	957 958	944 945 946	933 934	932	949 950 951	Vaulted Room (L): A large vaulted room. [R1180]
928 929 930	-	-	-	-	-	Verdigris Cave (S-M): A cave covered in greenish verdigris (think, for example, of the Statue of Liberty). Verdigris is caused by the presence of copper and acid. [R1181]
931 932 933	-	-	-	-	-	Verdigris Cavern (L-H): A large verdigris cave. [R1182]
934 935 936 937	-	-	-	-	-	Vertical Cave (S-M): Technically, a cave that is higher / deeper than it is wider. From the entrant's perspective, the cave might go down, up, or both, in a series of ledges. [R1183]

CS	DU	MH	SH	TE	TO	Room Type and Description
938 939 940	-	-	-	-	-	Vertical Cavern (L-H): A large (and dangerous) vertical cave, with much climbing required. Multiple successive precipices within the cavern might feature drops of 20-50'. [R1184]
-	-	-	-	933 934	-	Vestiary (T-S-M): A room where sacred clothing is kept. Similar to a sacristy, but more narrow in purpose. [R1185]
-	-	947 948	935 936	935 936	952 953	Vestibule (S-M): A small and formal antechamber, entry, or reception room. The term likely implies some feature of Roman architecture (perhaps two columns, or an arched entryway, or frescoed walls). [R1186]
-	-	949 950	937 938	937	954 955	Vestibulum (S-M): An ancient vestibule. [R1187]
-	-	-	-	938 939	-	Vestry (S-M): A robing room for clerics (or other priests). Compared to a “normal” robing room, the vestry is likely either (a) used by lower-level persons, or (b) partially used for storage (for example, for holy symbols and processional pieces). [R1188]
-	959 960	951 952	939 940	940 941	956 957	Vigil (T-S-M): A formal guard post, lookout, or tomb sentry location (typically guarding against robbers or defilers), which is always occupied. [R1189]



CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	953 954	-	942	-	Vinery (S-M-L): A conservatory / greenhouse where vine-bearing plants (such as grapes) are grown. This could also be a place where deadly monstrous plants are cultivated. Underground, there will probably be magical light and/or water sources. [R1190]
941 942 943	-	-	-	-	-	Volcanic Cave (S-M): A magma cave that is situated very near to, or is part of, a volcano. Alternately, this could be an older cave formed by volcanic processes where magma is no longer present, but that description can be misleading and is not encouraged here. [R1191]
944 945 946	-	-	-	-	-	Volcanic Cavern (L-H): A large volcanic cave. [R1192]





IS FOR WHIRLPOOL CAVE

So the witch took the Queen in a carriage drawn by live sunbeams (which travel more quickly than anything else in the world, and much quicker than thunder), and so away and away to the Lone Tower on the Island of the Nine Whirlpools. And there was the Princess sitting on the floor in the best room of the Lone Tower, crying as if her heart would break, and the dragon and the griffin were sitting primly on each side of her ...

— *The Island of the Nine Whirlpools*, by E. Nesbit



W is for Whirlpool Cave						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	941 942	943	958 959 960	Wadyt (L-H): An Egyptian-themed hall of columns. [R1193]
-	-	955 956	943 944	944	-	Waiting Chamber (S): A small waiting room. [R1194]
-	-	957 958	945 946	945	-	Waiting Room (M-L): A place where people wait before moving on to some more important engagement. There is an implication that a paid, formal, or secret service is being waited

						for. In an FRPG, a waiting room would likely be situated before a reception room. Such a space could be needed by a wealthy and popular archmage, sage, duchess, high priest, etc. [R1195]
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	959 960	-	-	-	Walk-In Closet (T-S): A very large closet (comparatively); a small room intended for the storage of valuable clothing. In an FRPG, such a space would belong to a Count, Duke, Marchioness, etc., and would likely be 10'x10' or 10'x20', perhaps a bit larger. [R1196]
-	961 962	961 962	947 948	946	961 962 963	Walled-Up Chamber (S): A chamber whose entrances have been sealed up with bricks and mortar. This might be a structural necessity, or it could be more sinister (hiding a body, protecting a trapped treasure, or keeping monsters inside from coming out). [R1197]
-	963 964	963 964	949 950	947	964 965	Walled-Up Corridor (S-M): A former corridor which has been walled up (as above), creating a very narrow impromptu room. [R1198]
-	965 966	965 966	951 952	948	966 967	Walled-Up Room (M-L): A larger walled-up chamber. [R1199]
-	-	-	953 954	-	-	War Room (M-L): A planning room (see that entry, P) that is used solely for the planning and conduct of war. As you may know, no fighting is allowed here. [R1200]
-	967 968	-	955 956	949	-	Ward (M-L): An open space which is smaller than a courtyard. See also the notes on subterranean spaces under that entry (C). [R1201]
-	-	967 968	-	-	-	Wardrobe (T): A large armoire, featuring a door-like entry and a space for storing coats or clothing. A perfect place for a secret room or magical gateway, as a famous novel once noted. [R1202]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	969 970	-	-	-	Wardrobe Room (S-M): A room featuring one or more wardrobes (above). [R1203]
-	-	971 972	957 958	950	-	Warming Room (S-M-L): A room heated by fire, steam, or magical heat, intended to warm denizens who have cold quarters (monks, guards, soldiers, etc.); will usually include one or more fireplaces or firepits. See also calefactory, which is an older term for the same concept; the distinction being that a calefactory is probably centuries old. [R1204]



CS	DU	MH	SH	TE	TO	Room Type and Description
947 948 949	969 970	-	-	-	-	Warren (T-S): A fairly large burrow, or a set of several interconnected burrows. See also plural entry. [R1205]
950 951 952	971 972	-	-	-	-	Warrens (M-L-H): A huge maze of interconnected burrows. Size of the tunnels can range from tiny (rabbits) to small (giant rats) to quite large (troglodytes), but rarely wider than 5' at most. [R1206]
-	-	973 974	959 960	951	-	Washroom (T-S-M): A room with cold and hot water, for cleansing. May include, or be situated by, a garderobe. The water may be magical, but keep in mind that historically the Romans, Mycenaeans and Minoans had running water to varying degrees. [R1207]
-	973	-	-	-	968 969	Wasi (S-M-L): An Egyptian-themed ruined chamber or ruined room. [R1208]
-	974 975	975 976	961 962	952	970 971	Watchroom (T-S-M): A room where guards, or a noble, can observe passersby. A combination guardroom and overlook in purpose. [R1209]
953 954 955 956	-	-	-	-	-	Water Cave (S-M): Similar to a cave of pools, but the water is separated into large puddles and/or rivulets, making walking here rather difficult. [R1210]



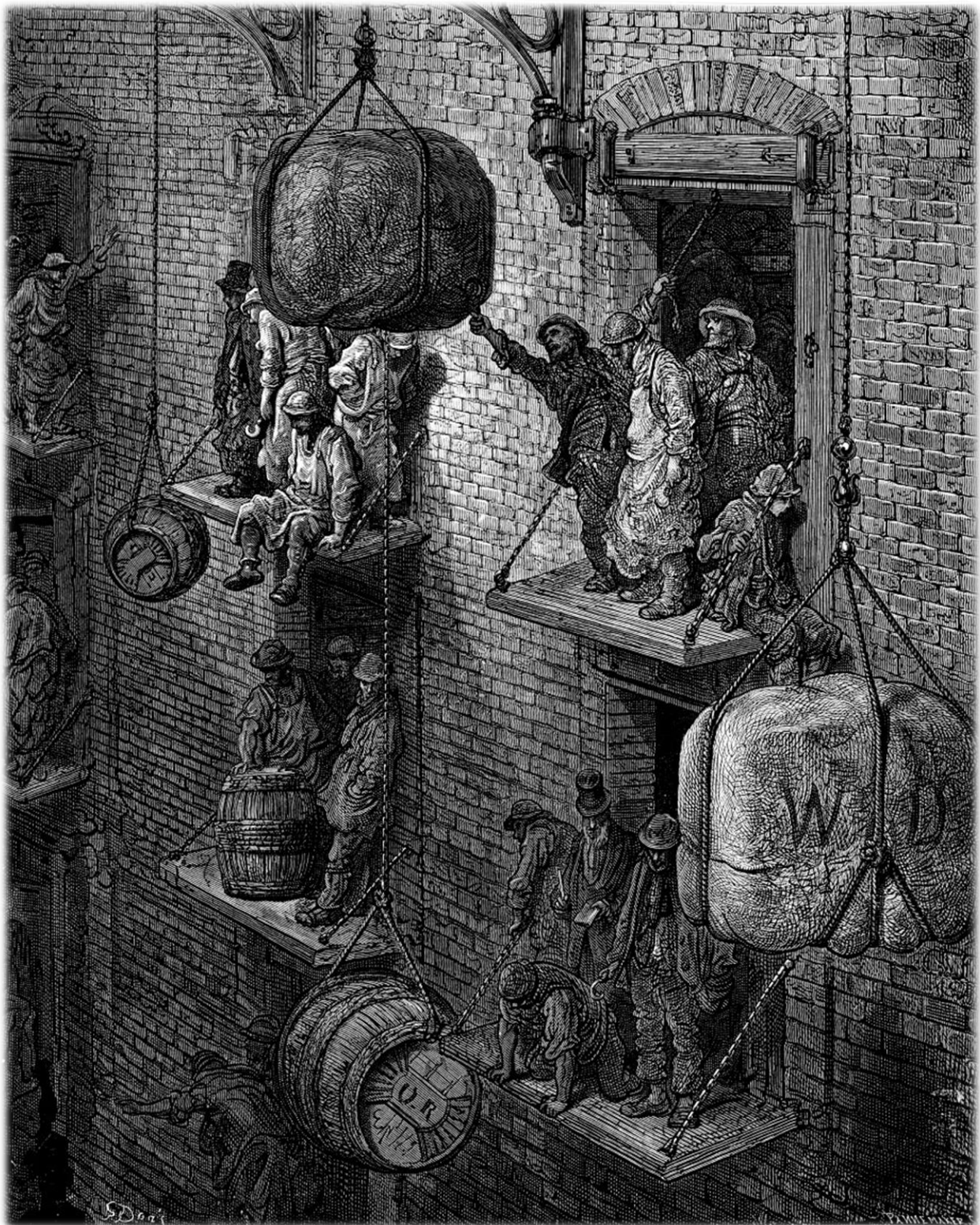


CS	DU	MH	SH	TE	TO	Room Type and Description
957 958 959 960	-	-	-	-	-	Water Cavern (L-H): A large water cave. [R1211]
961 962 963 964	-	-	-	-	-	Waterfall Cavern (L-H): A cave with a natural waterfall and river / stream. [R1212]
-	-	-	963 964	953	972 973	Wda (S-M): An Egyptian-themed storeroom. [R1213]
-	-	977 978	965 966	954 955	-	Weaving Room (S-M): A room where clothing is woven, perhaps doubling as a storeroom for textiles. [R1214]
965 966 967 968	-	-	-	-	-	Webbed Cave (S-M): A cave covered in either (giant?) spider webs, or web-like mineral filaments. [R1215]
969 970 971 972	-	-	-	-	-	Webbed Cavern (L-H): A large webbed cave. [R1216]





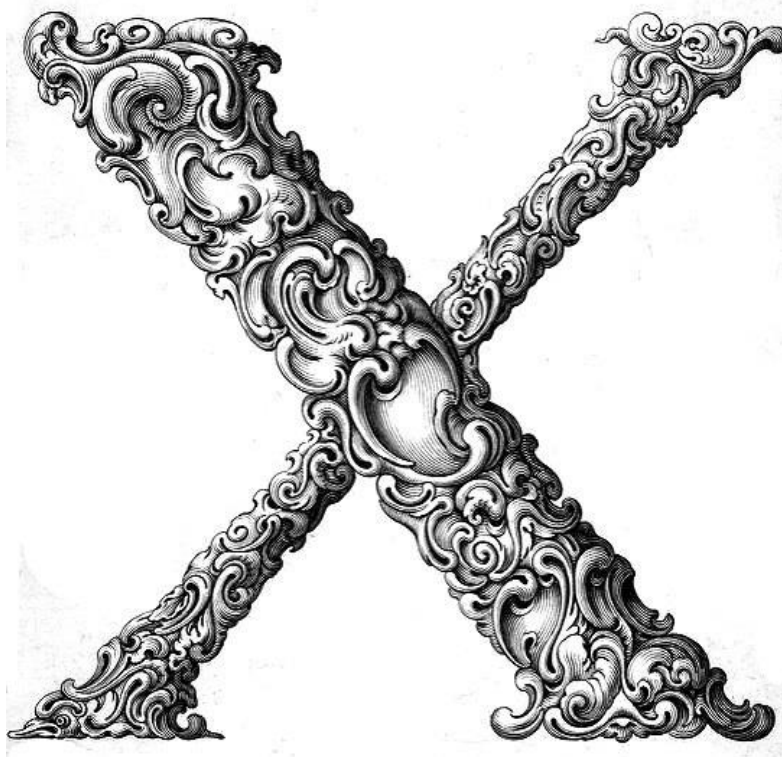
CS	DU	MH	SH	TE	TO	Room Type and Description
-	976 977	979 980	967 968	956 957	974 975	Well (T-S-M): A vertical shaft, usually with a rope and bucket, where water is drawn up for use. Compare well room; the terms are sometimes used interchangeably. [R1217]
-	978 979	981 982	969 970	958 959 960	976 977	Well Room (S-M): A room with a well in it. [R1218]
973 974 975	-	-	-	-	-	Wharf Cavern (L): A large cavern with an underground river or lake, a dock, and perhaps even a boat or two. [R1219]
976 977 978	-	-	-	-	-	Whirlpool Cave (S-M): A dangerous cave along the route of an underground river, where the entire “floor” is taken up by a whirlpool. [R1220]
979 980 981	-	-	-	-	-	Whirlpool Cavern (L-H): A large whirlpool cave. Since whirlpools have difficulty forming in broad waters, the cavern probably features an underground river course, a hollow with the whirlpool, and dry banks on one or both sides. [R1221]
982 983 984	980 981	-	971 972	961 962 963	978 979	Winch Pit (T-S): A pit with a block and tackle pulley system, so that barrels, boxes, crates, etc. can be lowered down to levels below. From the adventurers’ perspective, this will either be a floor pit with a pulley over it, or a room with a large hole in the ceiling and ropes hanging down. If the ropes and pulleys are no longer present, this is simply a pit (see P entry). [R1222]
985 986 987	982 983	-	973 974	964 965 966	981 982	Winch Room (M-L): A room with one or more winch pits. Alternately, a room which controls machinery, perhaps for a drawbridge, sealing door, trap, covered well, etc. [R1223]



CS	DU	MH	SH	TE	TO	Room Type and Description
988 989 990	-	-	-	-	-	Wine Cave (S-M): A cave where wine is stored, usually under carefully controlled circumstances (temperature, light, humidity, etc.). [R1224]
991 992 993	-	-	-	-	-	Wine Cavern (L-H): A large wine cave. [R1225]
-	-	983 984	975 976	967 968 969	-	Wine Cellar (S-M): An underground area, with a strictly-controlled temperature etc. (as above), where wine barrels are stored. [R1226]
-	-	985 986	977 978	970 971 972	-	Wine Vault (S-M-L): A secure wine cellar, where valuable wines are stored. [R1227]
-	-	987 988	-	-	-	Withdrawing Chamber (S): A small withdrawing room. [R1228]
-	-	989 990	-	-	-	Withdrawing Room (M): An older and more formal term for a drawing room; in the game, this likely means an historical place of long standing within a stronghold or manor house. [R1229]
-	984 985	991 992	979 980	-	-	Wizard's Laboratory (S-M-L): A magic-user's laboratory, which will likely feature potions, tools, alchemical mixtures, monster body parts, and/or partially-crafted magic items. [R1230]
-	986 987	993 994	981 982	-	-	Wizard's Workroom (S-M): A magic-user's workroom, which will likely feature potions, material spell components, conjured monsters, and/or magical traps. When there is a distinction between the two, a laboratory is used for experimentation and a workroom is used for the duplication of results leading to a finished product (scroll, potion, etc.). [R1231]

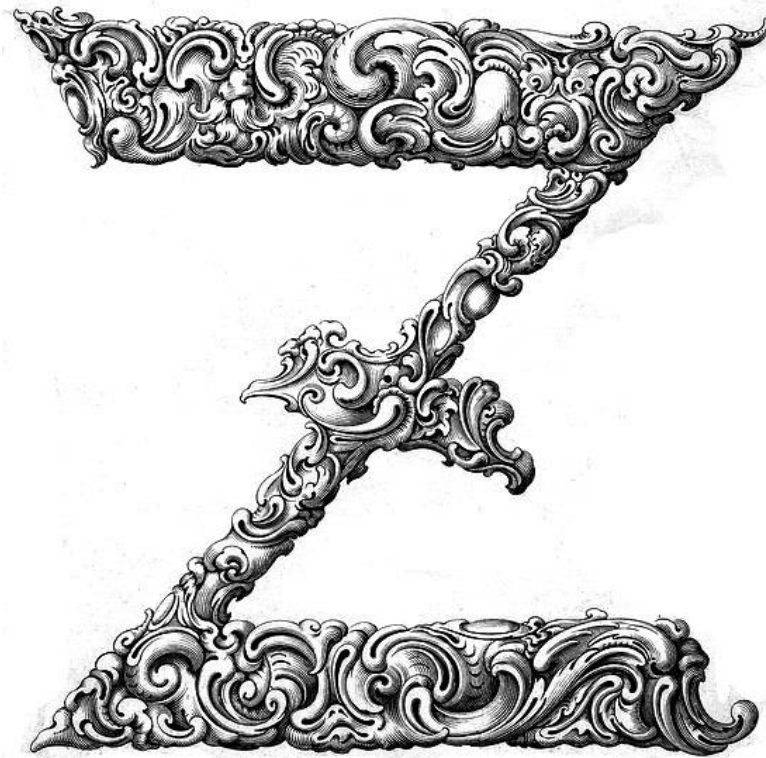


CS	DU	MH	SH	TE	TO	Room Type and Description
994 995 996	988	-	-	-	983 984	Wndwt (T-S): An Egyptian-themed hollow or pit. [R1232]
-	989 990	995 996	983 984	973 974 975	-	Work Chamber (S): A small workroom. [R1233]
-	-	-	985 986	976 977 978	-	Workers' Hall (L-H): A large workroom, or cluster of interconnected workrooms. [R1234]
997 998 999	991 992	-	987 988	979 980 981	985 986	Workpit (T-S): A pit where slaves or minions work on something unpleasant (mining, bailing water, hacking meat, etc.). [R1235]
-	993 994	997 998	989 990	982 983 984	-	Workroom (M-L): A room devoted to work. This may be a noble's work area, but it more likely belongs to a tradesman or artisan. Examples: brewer, glazier, leather worker, scribe, weaver, etc. [R1236]
-	995 996	999	991 992	985 986	-	Workshop (M-L): A secure area where work is done (perhaps the creation of armor and weapons, the repair of tools, construction of counter-siege works, etc.). As a point of distinction, a workshop is usually better equipped than a workroom, and implies more laborers might be present. [R1237]
-	-	-	993 994	987 988	987 988	Wsxt (L-H): An Egyptian-themed hall. [R1238]



IS FOR XAWT

X is for Xawt						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	997	-	-	989 990	989 990	Xawt (S-M): An Egyptian-themed altar chamber. [R1239]
-	998	-	-	991 992	991 992	Xnmt (S-M-L): An Egyptian-themed well room or cistern. [R1240]
-	-	-	995 996	993 994	-	Xnr (S-M): An Egyptian-themed harem. [R1241]
-	999	-	997 998	-	993 994	Xnrt (S-M): An Egyptian-themed locked chamber. [R1242]
-	-	-	-	995 996	995 996	Xnty (S-M): An Egyptian-themed entry chamber. [R1243]

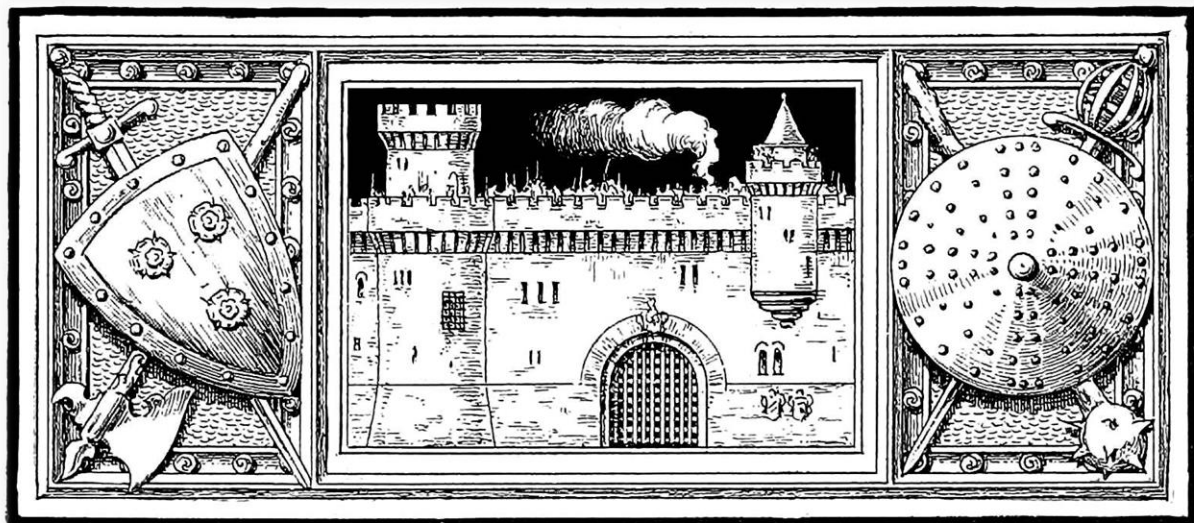


IS FOR ZIGGURAT CAVERN

Z is for Ziggurat Cavern						
CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	-	-	997 998	997 998	Zaggu (S-M): An Akkadian- or Babylonian-themed sanctum or sanctum sanctorum. [R1244]
000	-	-	-	-	-	Ziggurat Cavern (L-H): A cavern in which an entire ziggurat has been built as a separate structure (the room surrounds the edifice). [R1245]
-	000	-	-	-	999 000	Ziggurat Hall (L-H): Similar to a ziggurat cavern, above. An alternate classic dungeon trope is an inverted ziggurat hall, in which tiers of walkways lead down to a bottom reach which might be 40-60' below the entry level. [R1246]

CS	DU	MH	SH	TE	TO	Room Type and Description
-	-	000	999 000	999 000	-	Zoo (or Menagerie) (L-H): A large area where fantastic beasts and/or monsters are held, typically for curiosity, experimentation, breeding, or as guardian beasts. [R1247]

FIN.



II - 4

MAKING SENSE OF UNEXPECTED RESULTS

Due to the extensiveness of the Labyrinth Lexicon, there are some very obscure and unusual rooms featured in the results. This is by design. But the system will sometimes give you results that are nonsensical. The system cannot prevent itself from (for example) putting an “entry chamber” in a dead end corner, or an Egyptian-themed storeroom in your classically Nordic setting. So if you roll up a cultural motif (Akkadian, Egyptian, Norse, etc.) that you don’t think you can use, you can do one of two things: [1] Replace the cultural motif with the country from your own campaign where the dungeon is situated; or, [2] replace the motif with a racial one of your preference (dwarven, elven, orcish, etc.).

Similarly from time to time, the random rolls will — despite the thematic safeguards, which I’ve strived to make useful to you — give you an unworkable or at least highly unexpected result. When this occurs, you can either reroll, or you can get creative and try to make the random result work no matter what. Do keep in mind that most dungeons are ancient, rebuilt, damaged, refurbished, and magical places, where dozens if not hundreds of different factions vie for superiority over time. When you have (for example) a situation where an arena is adjacent to a bedroom, what does that mean?

The first solution is to consider the Original Room Usage vs. the Current Room Usage, as described in Section II-3. Perhaps the arena is the Current Usage of room A, but it was actually built (centuries ago) as a ballroom; and the bedroom is the Original Usage of room B, which is now being used as an observation chamber. That makes a bit more sense, and some curious digging by the intrepid adventurers might reveal some odd items — say, a shattered dusty bed stuffed back into a corner — that reveal some mysterious glimpses of the past.

The second potential solution is the “It’s Magic” paradigm. Let’s say that the arena is a real room, while the bedroom is an elaborate illusion cast over a guardroom. Does the illusion still make sense, or is it a vestige of the past which has become an oddity outside of time while the rest of the dungeon has moved on? (That’s for you to decide.) Or conversely, depending on the setting you’re devising, the bedroom might be real and the arena is an entertaining illusion created by the bored wizard who watches over the ballroom from his aerie.

The third solution is to reposition the anomalous result. Let’s say that you like the arena where it is (in the center of the level map, say), and you want to use a bedroom, but

the roll just doesn't make sense for a space close to the arena. In that case, you use the bedroom description and put it somewhere more appropriate, for example in a cluster of small rooms in the northeast corner. Then you can reroll the bedroom result (which is adjacent to the arena) until you get something more appropriate, like a weapons room or an observation chamber.

The fourth workaround is to create a built-over annex. For example, the arena might be the original space, and the bedroom is ancient and no longer used as such. This means that the bedroom might be walled in and forgotten, with (for example) a skeleton lying in inches of dust on the ancient bed. The only way to get into this (treasure?) room is for map-making adventurers to notice the "empty void" in their map, knock down a (strange-looking and poorly built?) wall, and crawl into the forgotten room to see what's there.

Whichever solution you decide upon, just choose the one that works best for you. I do recommend trying to work with odd results whenever you can, because the justifications you need to come up with to "make it work" will often get your creative juices flowing in regards to other design challenges as well.

II - 5

EXAMPLE OF RANDOM ROOM GENERATION I: A CAVE SYSTEM

In the following examples, I will work with completely random rolls, no preparation, no dungeon map, and zero preconceptions. In other words, I will begin with nothing and let the Labyrinth Lexicon guide my thought process in designing a new and unique dungeon of each of the major types as discussed in CDDG1: a Cave System, a Dungeon (gaol / prison), a Manor House, a Stronghold, a Temple, and a Tomb. I will roll up 10 random rooms, consider their potential relation to one another, and illustrate how the justifications I come up with for the odd results became idea generators to spur my further design work. The trick here is to think carefully (whenever possible) about concepts, before we start drawing too many little walls on a piece of graph paper. Ready? Here we go!

~

Conceiving a Cave System

For a cave system, my random rolls are as follows: [1] 232, [2] 839, [3] 237, [4] 100, [5] 123, [6] 083, [7] 146, [8] 606, [9] 423 and [10] 733. This gives me the following random rooms to work with: Cavity, Steam Cave, Cesspit Cavern, Cave of Ancestors, Cave of Paintings, Boulder Cave, Cave of Stalactites, Mud Cave, Geyser Cavern, and Roost. Here are the room descriptions for reference, giving me the bare outline of my imaginary dungeon:

- **Cavity (T-S-M-L):** A soft-walled cave or hollow; or, a cave which has been suddenly corroded and hollowed out (such as due to trickling or pooling acid). [R0244]
- **Steam Cave (S-M):** A geothermal cave filled with (dangerous?) steam. [R1054]
- **Cesspit Cavern (L-H):** A cavern with one or more cesspits. These deposits do not occur naturally and are a certain sign of monster habitation. [R0268]
- **Cave of Ancestors (S-M):** A cave where ancestral remains are honored. The remains may be garbed or covered in talismans, the skulls may be wearing masks, etc. Likely considered a sacred place by the descendants (tribesmen, underworld demi-humans, shamanistic humanoids, etc.) [R0201]
- **Cave of Paintings (S-M):** A cave covered with ancient paintings and pictograms (of hunting, warfare, exploration, worship, etc.); not necessarily manmade. [R0208]
- **Boulder Cave (S-M):** A cave filled with boulders; or, a cave where one or more entrances have been blocked by boulders. [R0162]
- **Cave of Stalactites (S-M):** A cave with many stalactites (fingers of stone descending from the ceiling). Likely to be the lair of flying or ceiling-crawling monsters. [R0216]
- **Mud Cave (S-M):** A cave with a mud pot, a boiling pool of geothermal mud. [R0785]
- **Geyser Cavern (L-H):** A large, and likely very dangerous, geyser cave. [R0531]
- **Roost (T-S-M):** The raised nesting area of a creature or monster. [R0934]

This unique selection already tells me quite a few things I didn't know about my cave system, as follows:

- **My cave system is hot, muddy, and geothermal** (Steam Cave, Mud Cave, Geyser Cavern).
- **My cave system has dangerous stone features** (Boulder Cave, Cave of Stalactites). This includes hollows made by pooling acid (Cavity).
- **My cave system has an ancient tribal presence** (Cave of Ancestors, Cave of Paintings).
- **My cave system is currently occupied by some kind of flying and/or intelligent monsters** (Cesspit Cavern, Cave of Stalactites notes concerning flying or ceiling-crawling monsters, and Roost).

So from just these four general themes, I can already surmise the following: these caves are ancient, and have been occupied for a long time. Why would hot steamy caves be occupied by many generations of denizens? I can think of two reasons off the top of my head: [1] the heat is a feature, not a bug (meaning these hot caves are in an icy land, and coveted), and [2] the monsters dwelling here are fire-loving creatures of some kind. Let's use both of these ideas. And what kind of monsters live here? I don't know yet, but they venerate their ancestors, they make cave paintings, and they (or their mounts, or their guardian beasts) fly and/or climb ceilings.

Now what do I do with that kind of information? That really depends on the types of monsters I want to use, the experience levels of the Player Characters, and the types of creatures that are associated with the primary monster. As a low-level example, I might decide that the ancestor-worshipping monsters are cultists, the ancestors are ghouls, and the roosting / climbing guardians are large red spiders. As a mid-level example, the ancestor-worshipping monsters might be fire-breathing salamander men, the ancestors would be salamandrae (fire salamanders), and the roosting / climbing guardians would be giant pterodactyls. As a high-level example, the ancestor-worshipping monsters could be fire giants, the ancestors could be corrupted titans, and the roosting / climbing guardians could be chimeras and a pair of fire-breathing dragons. Any of these combinations can work just fine with the information provided.

And how do I start drawing a map, using just this core of ten vague room descriptions? First, we take some advice from our good friend Yoda: *Unlearn what you have learned*. Take a piece of graph paper, but instead of starting with the dungeon entrance, start with the middle of the main monster lair. And instead of starting in a corner, start your map in the middle of the paper. Choose the biggest random room result; in this selection, that's the Geyser Cavern, which is either Large or Huge. Draw a nice big Geyser Cavern in the middle of the paper. You can freehand it if you like, or you can search Google Images for "Geyser Cavern Map" and see what comes up. (You'll see a selection of national park maps, game grids, some pictures of Yellowstone and a glimpse of Carlsbad Caverns, in the search I just did now. Some of this is useful, some not. I bookmark some pictures of rainbow-hued geyser pools in Yellowstone to use as inspiration for my cave's pools and tiers.) Make sure you have lots of pools, mud pots, descending and ascending tiers, and branching tunnels leading to other places. Maybe even put in a stalagmite throne, and a rickety bridge across one or more of the pools. Just assume that this "biggest" result is the most important center of your dungeon level, and go from there.

And why is the Geyser Cavern important? There could be lots of reasons. For one, it's probably the lair of the level's big monster. Using the above examples I provided, that's probably the salamander man chieftain and his shaman; or, the cultists and their Ur-ancestor the mud ghastr (a monster I just made up); or, the fire giant thane and his two-headed giant guards. Also, this room probably has the biggest treasure in the dungeon level too. Maybe it's a cauldron of molten gold, a standard trove, or a powerful ice scepter. Who knows? And if your dungeon is going to be more than one level, this room is probably one of the main ways down or up. There might be a sacrificial chasm, a magical gate to the Elemental Plane of Fire, or a winding calcite "stairway" up to sacred caverns higher up in the steam.

Once you have this core set up, you can decide where the other rooms should go. For the sake of example, I will say that the Geyser Cavern is the central base of the monsters, the "northern" reaches are claimed by these same monsters, the "southern" reaches are untamed and dangerous, the "eastern" reaches are partially abandoned, and the "western" reaches belong to rival monsters. Why? I'm simply using a Gygaxian design trick of variations on a theme, keeping the Geyser theme going while providing as much thematic variation as possible. Each of the five sub-regions of the level (NSEW / Center) is slightly different.

Using this configuration, I split the other rooms up as follows:

- To the north, in the main monster lair area, there's the Cave of Ancestors and the Cave of Paintings. These places are made, revered, and maintained by the main monster type (cultists, salamander men, or fire giants).
- To the south, in the untamed area, are the hazardous obstruction caves. These are the Boulder Cave, the Mud Cave, and the Cavity (with nearby acid pools).
- To the east, in the abandoned area, are the refuse caves. This just includes the Cesspit Cavern for now, but that can be a huge place, filled with some kind of scavengers or carrion eaters.
- To the west, in the rival monster area, I'll put the Steam Cave and the Cave of Stalactites. I don't know what lives here yet, but they might be (for example) netherworld gnomes, pech, or even aquatic monsters of some kind.

This setup means I only have not placed the Roost. I decide that this belongs to guardian flying monsters (pterodactyls, chimeras, or perhaps giant bats for the cultists), and will be a defended area near the dungeon entrance. So because the strong monsters hold the northern reach and I want the PCs to fully explore the level, I will put the Roost and the dungeon entrance together toward the southern part of the map ... let's say the southeastern part, away from the rival monsters. The Roost through a series of guardian areas (not yet generated) will lead to the main Geyser Cave region.

From here, I can either design the rest of the dungeon level by myself using the information I've already discerned from the random results, or I can keep rolling to see what the dice and destiny want the dungeon to become. This is a very crude setup, but nevertheless it shows how I have taken the random results, clustered them thematically, made sense of the disparate pieces of information, and provided multiple solutions to the mix based on my preferences and the monster mix which will challenge my players' characters.

(Example 1 complete.)

II - 6

EXAMPLE OF RANDOM ROOM GENERATION II: A DUNGEON

For a “pure” prison dungeon, my random rolls are as follows: [1] 476, [2] 007, [3] 538, [4] 346, [5] 490, [6] 424, [7] 784, [8] 537, [9] 655 and [10] 872. This gives me a bizarre and problematic set of random results to puzzle over: Hideout, Access Room, Kukku, Execution Hall, Hwt Ka, Grand Aquarium, Sludge Pit, Kimah, Prison Block, and Submerged Chamber. This is a tough set of results to easily justify, chiefly because there are three different cultures to work with here: Babylonian, Egyptian, and Sumerian. Here are the room descriptions for reference:

- **Hideout (M-L):** A room where denizens hide to avoid detection. [R0621]
- **Access Room (M):** A large access chamber. [R0006]
- **Kukku (S-M-L):** An Akkadian- or Babylonian-themed room of shadows, leading into the netherworld. [R0691]
- **Execution Hall (L-H):** A large execution room, which implies an audience. [R0445]
- **Hwt Ka (S-M):** An Egyptian-themed funerary chapel. [R0639]
- **Grand Aquarium (L-H):** A large aquarium. [R0540]
- **Sludge Pit (T-S-M):** A pit that is filled with thick mud. Different from a cesspit, in that a cesspit is filled with trash, and a sludge pit is an intentionally-fashioned death trap that is very difficult to get out of. [R1033]
- **Kimah (S-M-L):** A Sumerian-themed tomb. [R0686]
- **Prison Block (M-L-H):** In FRPG terms, this is likely a long 10’ wide hallway lined with many individual prison cells. It could also be a grid or matrix of such areas. [R0878]
- **Submerged Chamber (S):** A small room that is completely underwater. This could be the result of flooding or an accident; or, it could be the lair of aquatic monsters. [R1101]

But I'm not going to chicken out and reroll, I'm going to make this work! We're going to need to think outside of the box here about a lot of different things. So let's see what I can learn first, from these 10 random room selections:

- **There are three ancient Earth cultures to contend with** (Kukku, Hwt Ka, Kimah).
- **There is an implication of water and water monsters** (Grand Aquarium, Sludge Pit, Submerged Chamber).
- **There is an implied presence of an intelligent and unexpected personage** (Hideout, Access Room).

So how do I deal with this? In the World of Oldskull, which is based on mythic and real world Earth, it's not too difficult. Babylonia, Egypt, and Sumeria are all in the same general region (North Africa and the Middle East), and these cultures traded and warred with one another frequently enough that I can easily say there is a dungeon featuring all three cultures. In a campaign world that is not the World of Oldskull, I would want to place this dungeon in an isolated arid desert, where older civilizations (inspired by these three) are lost and forgotten beneath the sands.

So I know that this is a dungeon, a prison (Prison Block), and a place of punishment. The Babylonian Kukku is a descent to the netherworld, the Egyptian Hwt Ka is a funerary chapel, and the Sumerian Kimah is a tomb. Already I can conceive that the dungeon and the caves beneath it were Babylonian in ancient times, and that a later generation (Sumerians) worshipped here and entombed their dead here, without fully understanding what the Babylonian presence was all about. (This situation is chronologically reversed from Earth's history, but that's no big deal.) And the Egyptians built a chapel here, but to put a variation on the theme I will say that the Egyptians came even later, that they knew the place was accursed, and that their funerary chapel is a holy shrine for guardians who are attempting to keep the Babylonian evil at bay. So already, I've changed the weakness in the random results (three disparate cultures to unify thematically) into a strength (I know three eras of the dungeon's history after about two minutes of justification).

I'll decide that the water theme belongs to the middle Sumerian layer of the dungeon's history. Why? Because I've already decided that the Babylonians are the bad guys, the Egyptians are the good guys, and I haven't added anything interesting to the Sumerians yet. So they get water and the water rooms.

Now how do I use all of this information? It takes a little bit of research. First, I look up some Babylonian gods of darkness, imprisonment, and evil. There's some overlap with Sumeria and Akkad as I research the different cultures, but since we're already dealing with blended cultures that's actually a good thing. Good results include Ereshkigal and Dagon (mostly through his associations with the Deep Ones, via H. P. Lovecraft). I don't want the Cthulhu Mythos to override my three already-crowded themes, so I choose Ereshkigal, the Queen of the Netherworld. That's who the dungeon is dedicated to, and that's who is worshipped in the Kukku and the netherworld below. Perhaps this is even the gateway to the Babylonian hell, and the "Prison Block" is actually the lair of the damned? That's actually quite interesting: This isn't a dungeon to cage the living; it's a dungeon to cage the restless dead.

Next, I research good Egyptian protector gods of the underworld. That's actually pretty easy, and I come up with Anubis and Osiris right away. Osiris is more about resurrection and life after death, and Anubis is more about protection and ushering souls into the nether. So the good guys will be priests (and jackal men) of Anubis.

Lastly, I consider Sumeria and the water theme. This leads me to the concept of the Abzu, the great mythic netherworld ocean in Sumerian mythology. The Abzu is sacred to Enki, the god of creation, magic, artifice and fertility.

So drawing these themes into a chronology, I come up with this: First, there was Ereshkigal in the netherworld. She called to men to worship her, and to bring her the damned ones to be judged. The ancient dungeon was built as a subterranean prison-temple to her, where the damned were imprisoned and executed. For some reason (war or cataclysm?) this practice only lasted a few centuries and then mostly died out, driven back underground. A later culture, the Sumerians of Enki, worshipped here and (as the Kimah room tells us) buried their dead here. They knew the dungeon harbored a descent to the Abzu nether sea, but didn't know about the descent to Ereshkigal's palace. So they built their own tombs here. Let's say the spirit of Ereshkigal loathed this outrage, and eventually sent a wave of undead to wipe them out. The undead then spilled out onto

the surface, and was put down by the Egyptians of Anubis. The priests of Anubis kept the dungeon sealed for generations, but now only a few elderly jackal priests survive. Enter the greedy treasure hunters into the picture ...

So in this case, we've conceived of a lot of the dungeon from the room descriptions and their cultures, not necessarily their physical features. But in doing so, how do we draw the dungeon?

We start in the middle again, with the largest and most important room. In this case, that's the Prison Block. I'm going to make that the refuge of the imprisoned undead who serve Ereshkigal. If this is a low-level dungeon, they're skeletons and zombies. If it's a mid-level dungeon, they're ghuls and ghouls. And if it's a high level dungeon, they're wights and wraiths.

Following the "split into sub-themes" trick again, let's give this dungeon level some sub-regions. The central part is Babylonian, the northern part is Sumerian, the eastern part is Egyptian, the western part is contested, and the southern part is mostly ruined and unclaimed. So here's how I split the rooms:

- **Central / Babylonian:** Kukku (leading down to the netherworld), Prison Block
- **Northern / Sumerian:** Grand Aquarium, Kimah, Submerged Chamber
- **Southern / Abandoned:** Access Room, Hideout
- **Eastern / Egyptian:** Hwt Ka (and also the dungeon entrance, which I decide on now because I want the PCs to have immediate access to potential allies before they explore this dangerous realm)
- **Western / Contested:** Execution Hall, Sludge Pit (and lots more random rolling needed, since I haven't fleshed out this idea very much)

This brings up a question I almost forgot: Who is in the hideout? That really depends on how much you want to intensify this already complex situation. I personally decide that I don't want to dilute the themes with any additional cultures or monster types, so the hideout belongs to one of the following people (my random ideas): [1] If it's someone Egyptian, it's a good (but almost insane) high-level cleric who is trying to summon good spirits to keep the tomb sealed. [2] If it's someone Babylonian, it's a powerful death

priestess trying to break the Egyptian “tomb sealers” once and for all. [3] If it’s someone Sumerian, it’s an intelligent water monster (like a water naga) that is the last remnant of its culture. Any of these ideas could work, and any of them would give you a very different dungeon to design.

Well, that’s a lot to think about with the design moving forward! I expected this section of the book to be the most cliché, where I would need to find interesting themes for classic old school dungeon tropes, but because I randomly rolled up three different ideas that didn’t work well together, I had to take a creative approach that led me somewhere I didn’t expect to go. And that’s fine, that’s the purpose of this book! I created a dungeon I never would have imagined on my own.

(Example 2 complete.)



II - 7

EXAMPLE OF RANDOM ROOM GENERATION III: A MANOR HOUSE

I roll up a pure random manor house, using an initial sampling of 10 rooms to determine the themes that will be prevalent on the ground level. The rolls I get are 218, 208, 638, 384, 220, 958, 493, 840, 455 and 521. These results provide the following rooms:

- **Cenaculum (M-L):** An ancient dining room. Technically, this should only exist on the upper floor of an ancient manor house, but that definition is probably too exacting for use here. [R0262]
- **Cartographers' Hall (L-H):** A large map room. [R0191]
- **Peristyle (S-M-L, surrounding a smaller interior):** A columned / pillared walkway surrounding a central area, typically a courtyard or garden. In a dungeon, a peristyle might surround a monster pit, fungal garden, pool, etc. [R0849]
- **Frigidarium (S-M-L):** A room with a cold-water Roman bath. [R0495]
- **Ceremonial Chamber (S):** A small ceremonial room. [R0263]
- **Waiting Room (M-L):** A place where people wait before moving on to some more important engagement. There is an implication that a paid, formal, or secret service is being waited for. In an FRPG, a waiting room would likely be situated before a reception room. Such a space could be needed by a wealthy and popular archmage, sage, duchess, high priest, etc. [R1195]
- **Horological Hall (L-H):** A large horologium. [R0630] **Horologium (S-M):** A room or locale containing a clock, sundial, or magical timepiece. [R0631]
- **Storeroom – Masonry (S-M):** A storage area for stone blocks, and possibly for stonecutters' tools or repair tools. [R1082]
- **Gynaeceum (M-L):** A room that provides quarters for women, to the exclusion of men. (Example denizens: priestesses, vestals, Amazon warriors.) [R0580]

- **Icehouse (M):** A sealed vault where sawdust or magic are used to keep blocks of ice. [R0650]

Of course, the Frigidarium and the Icehouse go together right away. To keep things interesting and my creativity active, I'm going to cluster the Ceremonial Chamber into that group as well.

The Cenaculum and Gynaecium are both Roman-themed with their Latin names (in my campaign, that means ancient and venerated), so I will put them together too even though I'm not sure they fit with one another. The Peristyle strikes me as being ancient / ancestral too, so let's include it here for further thought.

The last group includes the oddballs: the Cartographers' Hall, Waiting Room, Horological Hall and Masonry Storeroom. None of those things have anything to do with one another. Oh well. Let's make it work! We'll come up with something strange, I'm sure.

The important thing to remember when designing a new manor house dungeon is that the space is instilled with the haunted essence of the bloodline that rules there, even if the bloodline was wiped out ... ghosts will remain if nothing else. So for each room theme, we will want to come up with a creepy mystery that tells the story of the accursed bloodline that lived (lives?) here.

First, we have the Frigidarium and the Icehouse. I'm going to say that this family loves cold, and that's why these very unusual rooms are here. What types of people love cold? Umm ... Eskimos, Vikings, snow elves and mountain dwarves, off the top of my head. I want to go with something regal, decadent, cultured and unusual for my dungeon, so we'll say that this mansion is home to an eccentric (and mad) ancestral line of snow elves. So why do they have a Frigidarium? That's where they purify themselves of curses and dark thoughts, in the manner of their homeland. And the Icehouse? That's where the magical ice comes from that they use to empower the Frigidarium and other forms of magic (maybe things like animated ice statues, or flying crystal weapons as "guards") throughout the entire mansion. How about the Ceremonial Chamber? That's where they have a shrine to their ice goddess (no clue who she is, will design later using CDDG2), and frescoes and statues that remind them of their homeland.

For the second group, we have a Cenaculum, a Gynaecium, and a Peristyle. The Peristyle surrounds a courtyard or garden open to the sky. I'm going to say it surrounds a sacred garden filled with plants from the homeland, like ice lilies, snow jaws (cold-resistant man-eating flytraps), frost lotuses and icicle blossoms. I just made those things up off the top of my head; we can design them later. The garden is kept magically shielded from the sky and outside intrusion; to justify these design decisions, I decide now that the elven bloodline favors magic-users.

The Cenaculum is an ancient dining room. That's fine; we'll just say that the Cenaculum is the oldest room in the house. In fact, it used to be the entire house, a thousand years ago when this magical mansion was just an inn. There will be some interesting and grisly trophies there for the PCs to marvel at, such as humongous ancient ice boars (now extinct), pale blue winter wolf pelts, and the skeleton of a white dragon forming the chandeliers. The bloodline is guarded by lesser elves, who are hunters and monster slayers. This is their trophy hall.

So what about the Gynaecium? That's a Roman-style room where only women can quarter. Let's say this is a room where the hunters and monster slayers live. We will say that their clan is matriarchal, and all of them are female. They serve the magi fanatically, honoring a vow made centuries ago when the magi saved their ancestors in battle.

Pretty good so far. Now, for the messy group of rooms.

The Cartographers' Hall is pretty easy; it will show their homeland, the caves under the homeland where the monsters who drove them into exile dwell, and the surrounding borderlands. PCs will learn a lot about a hidden and dying elven kingdom here, and a netherworld of ice and geysers. How about the Waiting Room? The boring way to design this room would be to say that strangers enter the room, and then they sit and wait until servants get them to meet with the aristocratic elven magi. But a more interesting idea would be that the hunter clan, serving the snow magi, need to wait here before they can meet with their masters if they want any favors or extra gifts. They all line up once a year as supplicants, and they all stand in a circle trying to stay awake. They start hallucinating and babbling, and in the end only the most enduring hunter is left standing. That hunter (huntress, actually) is treated like a prince / princess for a month and has one wish (yes, magical) granted. That's a little messed up psychologically, but it's also cool and mysterious, which is what we're going for. If the PCs manage to ally with the huntresses,

they will be included in the standing ritual if they want their own wish. The next yearly vigil is only thirteen nights away.

The Horological Hall has some kind of clock. We could make it a sundial or a grandfather clock if we're feeling boring. But this place is magical and eerie, so let's do something cooler: There is a majestic magical clock here carved from ice, with moving crystal gears, counting down to the day when all of the elves are going to return to their overrun homeland to engage in a suicide attack on the monsters who crawled out of the steaming earth. When that clock hits zero, the mansion will be abandoned to treasure seekers and vows will be fulfilled as the bloodline goes extinct in a hopeless war against impossible odds. (Unless, of course, high-level PCs decide to get involved and intervene.) When the mansion is first explored by outsiders, there's less than a year left on the thousand-year-old clock.

The Masonry Storeroom is just a place where big blocks of stone are stored. But what if these blocks are covered in runes, and are being used to build a magical gateway back to the homeland? The gateway is almost complete.

So we have now what I feel is a really interesting and unique base of operations for the PCs, where they will learn about an odd, disturbing and sympathetic culture they never knew existed. That's the good news. The bad news is, that's not what I intended to design. I was planning on designing a rudimentary dungeon for you to use as an example!

So now, I will turn my design into a dungeon with a few twists. Here we go:

[1] The bloodline is dying out. There are only 13 aristocrats left; they are all high-level wizards, illusionists and jesters. They are all insane to varying degrees (some harmless, some tragic, some sweet, some terrifying) and a few of them are violent. A couple of them hate one another. There are two battling factions in the mansion.

[2] The ever-obedient hunters have split into three groups. One of the groups serves faction A, a second serves faction B, and a third refuses to take sides and is hoping to heal their masters. (That group will want to ally with the PCs.)

[3] There are monsters here, and dungeons underneath the mansion. How? Well, let's say the strongest mad elf is an archmage, and he keeps summoning monsters he can't really control. He thinks he's already fighting back in the homeland, and he's

summoning guardian monsters to take out all of the humanoids (actually his fellow elves) and enemy monsters (imagined?) that populate the house. He's slowly winning control of the mansion against his brethren, and there are rooms in the mansion where (for example) badgerbears nest in the stables, and wyverns roost in a crumbled tower. He dwells down in the cellar labyrinth, and neither of the major factions have managed to cure him or even contain him. And one of the factions doesn't even have the heart to kill them.

Enter the Player Characters, fleeing from a deadly blizzard in the mountains that wiped out their traveling caravan. The GM tells them, "A miracle of some kind hovers up from the snowy wasteland. A beautiful and ancient elven mansion perches in a hidden valley, its windows aglow with golden light and the promise of life-saving fireplaces. From inside echo song, laughter, and ... was that a scream? Perhaps it was only an echo of the howling wind. You all take another 2D6 damage from frostbite, you can barely feel your legs."

And there you go. A new campaign setting, and a haunted house like no other in the world! Have fun with the idea. It's not what I set out to design, but I think it's pretty memorable. Yay for randomness, the creative godlings of Chaos win for us once again ...

(Example 3 complete.)

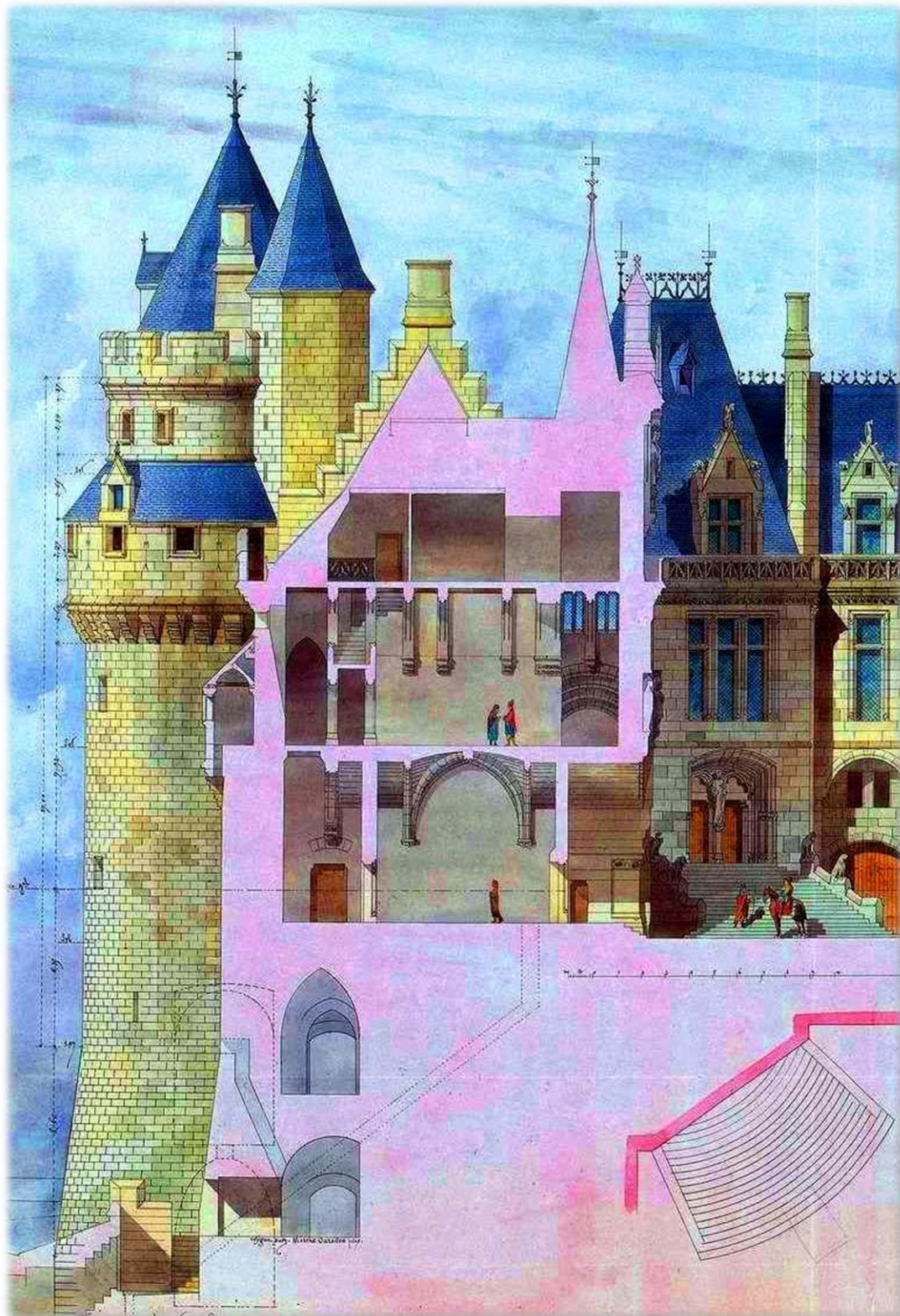
CHAPTER 3:

REALISTIC FLOOR PLANS AND LEVEL LAYOUTS

As I noted in Book I of the Classic Dungeon Design Guide series (CDDG1), you can find a spectacular array of premade dungeon maps and floor plans from four major sources: published dungeon modules, Google image searches, geomorphs, and online random dungeon generators. You can find hundreds of worthy examples of potential “dungeons” and other adventure interiors, which can either be used as is, or as inspiration for the development of your own custom dungeon maps (which I strongly recommend).

However, most of the easy maps to find and acquire are of classic fantasy dungeons. This is fine if you just want to play a game based on earlier games; but that’s not necessarily the ideal old school paradigm. What do you do if, instead, you want realistic examples of inspiring castles, caves, manor houses, temples, and tombs? Is there any way to easily model real places for FRPG gaming purposes?

This chapter is devoted to showing you the best ways to navigate the bewildering array of real example floor plans in the world, along with a fairly substantial helping of images. These are not complete maps, mind you; you will still need to do the (fun!) design work yourself. But this chapter will alleviate a lot of the pain and research which would otherwise be required. I also provide you with some advice on how to turn your ideas for semi-realistic dungeons into reasonable series of rooms on a map, particularly for castles and other fortified structures.



III - 1

ARRANGEMENT OF ROOMS IN A CAVE SYSTEM

The first thing you need to know about cave systems is this: caves in a magical world built for gaming are very different from caves in a mundane world created by physical processes. We can emulate natural cave processes in the game, certainly, but we can also say “it’s magic” when we need bigger spaces, more labyrinthine layouts, and — for the sake of GM sanity — relatively “flat” cave systems that all exist together on a linear dungeon level. Real caves are three-dimensional constructs, and are exceedingly complex with a great deal of verticality, overlapping spaces, tiny openings and unreachable areas. Further, the game presumes the existence of burrowing and mining monsters which expand natural caves with warrens, grottoes, mines, fortifications and bizarre new expansions.

Despite the limitations of two-dimensional graph paper, and our interest in keeping the mapping players from going insane, we can still use and consider many real-world cave processes here.

Basically, caves are produced by erosion over a very long period of time. The erosion might be caused by acid, water, wind, gravity, melting ice, magma, or magical forces. The layout of the cave largely depends on the force(s) which caused the erosion, the type of rock(s) underground, the overall terrain, any seismic activity in the region, and the presence of intelligent monsters over time, if any.

The layout of a general cave system will — with some exceptions, such as magma caves — be dependent upon [1] the entrance location, [2] whether there is more than one entrance, and [3] the presence of water. If there is only one entrance, the natural course of the cave system — before we consider the influence of magic and monsters — is probably somewhat linear. There will be an entrance at the high ground, a watercourse moving underground, and a series of open spaces following the water in various ways (descending stream banks, waterfall plunges, submerged caves beneath a pool, perhaps a rise in the tunnel and hidden areas with a limited air supply beyond, and so forth). If

there is more than one entrance, the entrances are probably at different elevations and lead into very different places. The cave system will be an enormous labyrinth in many cases, reaching in all directions. As a real world example, I am familiar with the Cave of the Winds system near Manitou Springs, Colorado, which has a few safe entrances toward the top of the cliff and some unsafe entrances hundreds of feet below, at the base of the cliff and the canyon floor. In game terms, this would probably mean that there would be three or four levels of caves, with the obvious entrances opening into dungeon level 1, and a lower entrance opening directly into dungeon level 4. With this layout, dungeon level 3 would actually be the most difficult location to enter, where the adventure would likely “end.”

Caves can be strung together without apparent rhyme or reason, based on their size. Spaces can range from cavelet, to cave, to cavern, to majestic gallery with every variation in between. “Corridors” between caves can be tunnels, streams, sinkholes, chasms, plunges, pits, shafts, or gently descending tiers of stone in the form of a natural staircase.

The presence of monsters should then be considered too, whether the monsters are still there or not. Unintelligent burrowing monsters tend to enlarge caves, and to connect caves, because they are breeding and/or looking for food. Egg chambers are created far away from entrances and away from high-traffic areas where intruders might enter. Food sources might be fungi, in which case the monsters will be breaking into as many wet caves as possible; prey, in which case the monsters will burrow into other lairs; or minerals, in which case the monster burrows will follow the course of the mineral veins.

Intelligent monsters enlarge caves for many reasons, including defense, curiosity, exile (fleeing away from rivals, for example), worship, netherworld passage, exploration, or ancestral veneration. But the #1 cause of intelligent monster cave expansion is far more practical: treasure hunting. Mining monsters will follow seams of rich material, and will build vertical levels of artificial tunnels to reach deeper deposits. Treasure seekers will search for sealed vaults and tombs, and will build narrow tunnels to reach these areas. Dragon hunters will break into lairs from the back, trying to get at the treasure without alerting the dragon itself. (Fat chance!) And monsters which prey on other monsters will expand caves to improve their defenses, to provide multiple routes of invasion, and/or to establish dominance over weaker monsters will building bulwarks to protect against strong monsters.

To be more specific than this, we need to consider the different types of caves, as each cave type has its own rules of formation which you will want to research online. For example, solutional (acid-eaten) caves tend to descend in many levels, as gravity pulls the acidic water between layers of stone; while magma caves tend to be created from the underground on up toward the surface; and sea caves begin where the sea hollows out stone, and keep going horizontally inland as the tides find new surfaces to eat away.

III - 2

TYPES OF CAVE SYSTEMS

(Please note that this information originally appeared in CDDG1 THE CLASSIC DUNGEON DESIGN GUIDE, but is reprinted here for reference and for comparison to other realistic dungeon types. ~K)

There are many different types of caves in the real world. The eight major types which can all be easily emulated in dungeon design are: (1) anchialine, (2) erosional, (3) fracture, (4) glacier, (5) littoral, (6) primary, (7) solutional and (8) talus.

(1) Anchialine Caves: Anchialine caves are perfect for large netherworlds, because they feature rare, bizarre and diverse forms of life. Anchialine caves are both erosional and littoral (see below); in other words, there is both salt water and fresh water. An example would be a huge cave system on the coast of a sea, sloping down, where numerous underground streams and rivers flow down into the saltwater. In a fantasy world, a “sunless sea” would probably be surrounded by extensive anchialine caves, perhaps with waterfalls or even lost cities on its shores.

(2) Erosional Caves: Erosional caves are most often formed by abrasive sediments in flowing fresh water. Examples would be caves carved by an underground stream, lake or river. However, Aeolian erosional caves can also exist, which are scoured by wind-born particles as opposed to water. Erosional caves would probably feature freshwater monsters, such as giant pike, gar, lampreys, leeches and so forth. Also, if the water system is thriving, there will be many cave and surface fish available as a food source which could reasonably lead to the establishment of large populations of humanoids and monsters.

(3) Fracture Caves: Fracture caves are created in areas of mixed stone. Solid rock, such as basalt or granite, may be interspersed with more fragile minerals, such as limestone or gypsum. Seismic activity causes the softer material to fracture, leaving rubble-filled hollows. Fracture caves would include lots of rubble and sediment, unsafe floors, low ceilings, dangerous cave-ins, eerie sounds (crumbling stone) and great monolithic chambers with “hills” of cleared-away stone. Monsters populating fracture caves would likely be either intelligent (clearing rubble, making safer stone burrows and avoiding dangerous areas) or short-lived (and making up for their brief lifespans with mass migrations or population explosions; such creatures might include slimes, insects, spiders, etc.).

(4) Glacier Caves: These caves are extremely dangerous, and are formed by partial melts of glaciers. They may have gravel floors or partial walls, but virtually all surfaces are made of ice. Obvious monsters for such an environment include frost giants, polar bears, ice toads, cold drakes, pale puddings and snow spiders. Foolish adventurers who resort to fire magic (even torches) may well suffer the banes of flash flooding, entombment or some other horrible death.

(5) Littoral Caves: Littoral systems are found on sea coasts, or on the coasts of former seas. They are formed by the erosive power of the tides. These caves are relatively small, under 1,000 feet in length (and probably ideal for filling a single sheet of graph paper). Water will be a constant hazard, and can also be used to the adventurers’ advantage (for example, floating a raft on high tide to reach secret caverns above the main floor). Monsters encountered in littoral caves will frequently be of the saltwater variety, and can include Deep Ones, squids, octopi, hippocampi and sea nymphs. “Safer” entrances into littoral caves may exist where there is a ceiling collapse, causing an opening that would allow explorers to lower themselves into sunlit water.

(6) Primary Caves: Primaries were created at the same time as the rock that surrounds them. Volcanic caves (including solidified ash and lava tubes) are the classic examples. In reality, many primary caves are in now-dormant areas. In the game, however, interesting primary caves will probably feature partial volcanism and all the threats that go along with that condition (seismic activity, pooled or flowing magma, unsafe floors, poisonous gases, glowing natural gas jets, etc.).

(7) Solutional Caves: These systems form when acid-laden groundwaters seep into the deep earth, eroding stone as they go. Typical types of solutional caves include

limestone (with sinkhole karst terrain above them), marble, gypsum and salt. The GM should consider the depth of the water table when designing such caves, because the caves above that level will be dry and the ones below it will be partially or fully flooded. Interesting effects can be created with elevation changes; for example, a descending corridor which goes fully underwater and then rises, so that daring explorers can find a secret region of dry caves beyond the tunnel.

(8) Talus Caves: Talus caves tend to be small. Like fracture caves, they form where large slabs of rock have fractured and fallen away. Classic talus caves, however, typically consist of one type of stone and are found at the base of cliffs. Such places are ideal for small wilderness encounters, such as a bandit hideout, orc warren (with numerous burrows dug off the main cave) or a classic dragon lair.

~

Unfortunately, most of the skilled and technical mapping approaches involved in cavern cartography came into being after the age of copyright (1923+), so I really can't show you many good examples of what real cave systems look like. But I can give you some recommendations on Google searches, and cave systems to look at online.

To view many more real world caves (as opposed to fantasy caves), search primarily for the term "cave survey map," Images, and set Tools → Size to Large. You can also search for "cave system geological map" or "national park cave map" and get some decent informative results.

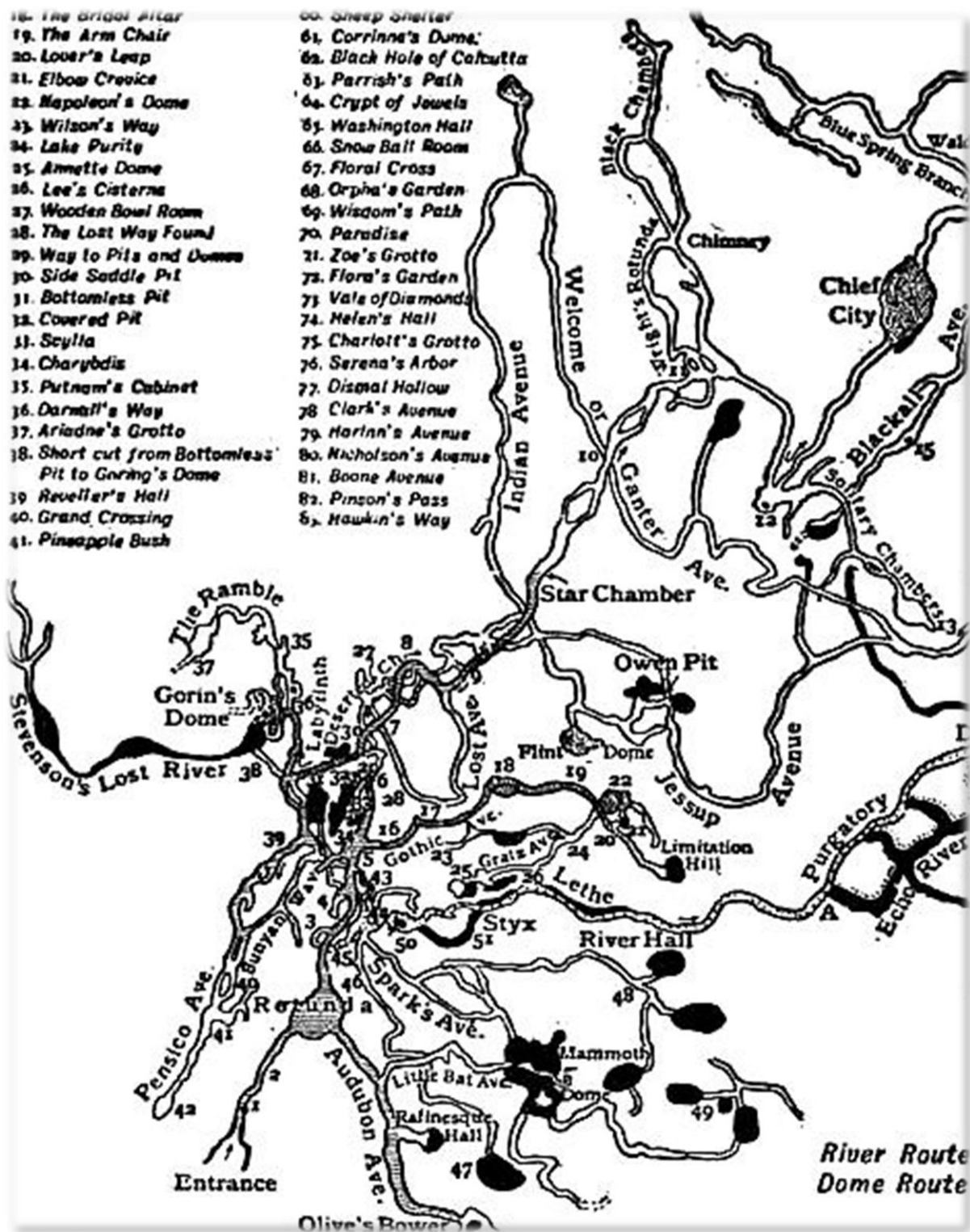
A friendly modern graphic example is:

http://www.mapcruzin.com/download-national-park-maps/wind_cave96.jpg

And if you want to intimidate your players, try:

<https://www.nps.gov/wica/learn/nature/upload/Wind-Cave-Map-2009-web.jpg>

Here is one I can quality map I can show you, for Mammoth Cave of Kentucky (survey 1907), which we will study a bit for features:



The primary cavern system entrance is at bottom left. The features near the entrance are [1] The Iron Gate (an installed artificial safety barrier, which we gamers would of course say was put there by evil dwarves or humanoids), and [2] Hutchins' Narrows (today call Houchins Narrows), named after a legend involving a bear hunter discovering the caves while on the hunt. Beyond these features is the system's first main cave, the Rotunda. This is a large overlook cave, looking down into the deeps, which you can find pictures of online.

From the Rotunda, the system splits in two directions. The spiral tunnel a bit above the Rotunda in the map is known as the Corkscrew, a perilous descent. In the other direction is Audubon Avenue, a subterranean canyon filled with sand deposits (from the ages long ago when this was a river).

Other major features that you can see on the map include Little Bat Avenue, Mammoth Dome, Styx and Lethe (named after the rivers in the Greek underworld, of course), Purgatory, Echo River, Gothic Avenue, Stevenson's Lost River, Gorin's Dome, The Ramble, Own Pit, Star Chamber, Welcome Avenue, Wright's Rotunda, Chief City, and the Chimney. Generally, the Avenues are tunnels between caves, and the Chimneys are vertical climbs between cave levels.

This is a natural system, which can be studied and viewed on Youtube. There is a useful video on Youtube — currently entitled "Mammoth Cave Exploration" — which shows you three-dimensional graphics of some of the detailed routes.

When considering the Mammoth Cave system in regards to FRPG dungeon exploration, the Game Master should keep in mind that underworld denizens would almost certainly expand these caves and conduits for their own uses. Even unintelligent monsters such as dholes, acid mantises, giant slugs, amber behemoths and burrowing behemoths would leave behind their own tunnels as they dig through the maze in search of tasty (screaming) prey. Intelligent monsters such as dark elves, dvergar, Deep Ones, trolls, troglodytes and bugbears would create warrens branching off of the main caves, expanding chambers, creating additional living areas, and connecting lairs to crucial supplies of fungi, drinking water, and breathable air. The warrens of course would be noted by adventurers are being free of stalactites, stalagmites, and other natural surface features.

By studying real caves, and imagining how monsters might expand the system over centuries, a Game Master can develop complex and reasonably realistic cave labyrinths. And I should also note that for those of you who don't know, the Mammoth Cave is very important to the computerized Fantasy Role-Playing hobby. In the 1970s, programmer, spelunker, and D&D player Will Crowther used Mammoth Cave as the model for his seminal computer adventure game, ADVENT (aka Colossal Cave Adventure). And his work in expanded and highly recreated form inspired the Zork series too. So if you like simple wireframe and flowchart maps, you can look up maps for Colossal Cave and Zork (especially Zork I) to see fantasy interpretations of how these caves might look after generations of monstrous expansion. Pretty cool, eh?

III - 3

ARRANGEMENT OF ROOMS IN A DUNGEON

If we define a dungeon as a prison, and the underworks associated with a surface stronghold of some kind, the arrangement of rooms is fairly straightforward. The complexity comes in when we consider the age of the place, and the effects of escape attempts, collapses, occupant death, undeath, and monster invasions over time.

The easy step involves considering the dungeon as it was first created. There was a surface stronghold, and the incarceration of prisoners underground. This means that there was one way down, probably a staircase; a guard room; and several branching tunnels. One tunnel would lead to water, food and equipment storage, another tunnel would lead to a mass-incarceration dungeon (where many prisoners would be thrown into the same place), and another tunnel would have many cells branching off of it (where more important prisoners could be isolated for intimidation, interrogation, awaiting ransom payment, and so forth). And really, that would be about the maximum extent of a realistic dungeon.

Then comes the fun part. What caused the dungeon to be expanded? You can choose your favorite option from many. If there was an escape attempt, there is probably a tunnel headed toward the surface. If there was a discovery of valuable minerals, there might have been a connection to nearby caves which were not detected during the initial construction, but which were found later using divination. If monsters invaded from

below, they dug tunnels up into the dungeon and then the dungeon owners built defensive workers to deal with the invaders. If there was a natural disaster, then some dungeon chambers would be flooded or collapsed, and new ones would be created away from the disaster area. If the surface stronghold was abandoned, then it would later fill with monsters who would naturally expand their control to the underground areas later (and expand as needed). And if the surface stronghold was conquered, then the new owners might well imprison the older owners underground, where the tables-turned prisoners might know enough about the prison's layout to conceive of some ingenious escape on their own. They might even find a way to sneak back up to the surface, and to counter-invade the stronghold from within.

Once you rough out this brief history of the dungeon, the layout tends to expand in unpredictable ways because the monster populations are factionalized. For example, let us say that there was a dwarven castle, and the dwarves built a dungeon underground to keep orc and goblin prisoners. The goal was to convince the ever-encroaching tribes to stop attacking, or their imprisoned leaders and witch doctors would be wiped out. This worked for a time, but humanoids are resentful creatures and their grudges can last for generations and centuries. So the humanoids might have allied with kobolds who lived in a nearby cave system, and then tunneled into the dungeon and invaded the dwarven stronghold. The dwarves were wiped out or forced to retreat, and the alliance of the humanoids — without their hatred to unite them — turned into an intense three-way faction rivalry. The orcs took the surface stronghold, while the goblins and the kobolds had a truce and split the underground area between them. The orcs would raid the surrounding lands, and occasionally hire the goblins and kobolds to raid for them. But then the kobolds got worse treatment (being smaller), and they rebelled against the orcs, and the goblins allied with the orcs once again. The kobolds were forced back into their caves. But there, they found that their caves had been taken over by slimes and amber behemoths ...

You can make all of this as complex as you like, although I actually discourage coming up with a fully detailed dungeon history. Your game should be based on creating future adventure sites for your players, not telling your players about the adventures that already occurred in your imagination. Keep developing a dungeon history in this manner to justify the arrangement of rooms underground, but don't make the history so detailed that you're spending more time writing and less time playing!

III - 4

TYPES OF DUNGEONS

There are quite a few dungeons and medieval prisons in the real world, and unfortunately I am here to report to you that the vast majority of them, collectively, are (a) ruined, (b) tiny and repetitive by design, (c) wishful thinking outside of the bounds of convincing archaeology, or (d) sensationalized as tourist traps.

Yet, my fellow Game Masters, do not despair! When this sort of thing happens to threaten our awesome imaginations, we simply need to crack open the history books and dig around in dirt a little. I've done quite a bit of the grungy ground work to get you started. So here are eight real examples that I believe are worthy of your further research. Naturally, you're going to learn a lot from these locations if you do some image searches and find the many excellent photographs, and links to high quality and out of print (read: expensive) hardcovers from days gone by. Also naturally, I can't repeat all of that copyrighted material here. Google Books, Google image search, Wikipedia and (gasp!) your local library will all serve you well in that regard. I simply want to bring some names to your attention, and to mention some of the interesting highlights for each place to whet your appetite for further research.

And down we go ...

The Bastille

The Bastille has a very long, dark, and storied history, but here we will focus on its use as a prison-stronghold with mysterious and evocative features.

Built originally as a fortress defending the eastern gates of Paris, the Bastille quickly became known as a prison where the Kings of France kept their most troublesome dissidents and political enemies ... particularly in the mid-1400s. The structure was secure, heavily guarded and difficult to breach, inside and out. A battle between rebels and royalists took place just outside of here in 1652. Accounts written by former

prisoners in the 1700s turned the Bastille into a symbol of oppression for those opposing royalty, which led to the grim events of 1789.



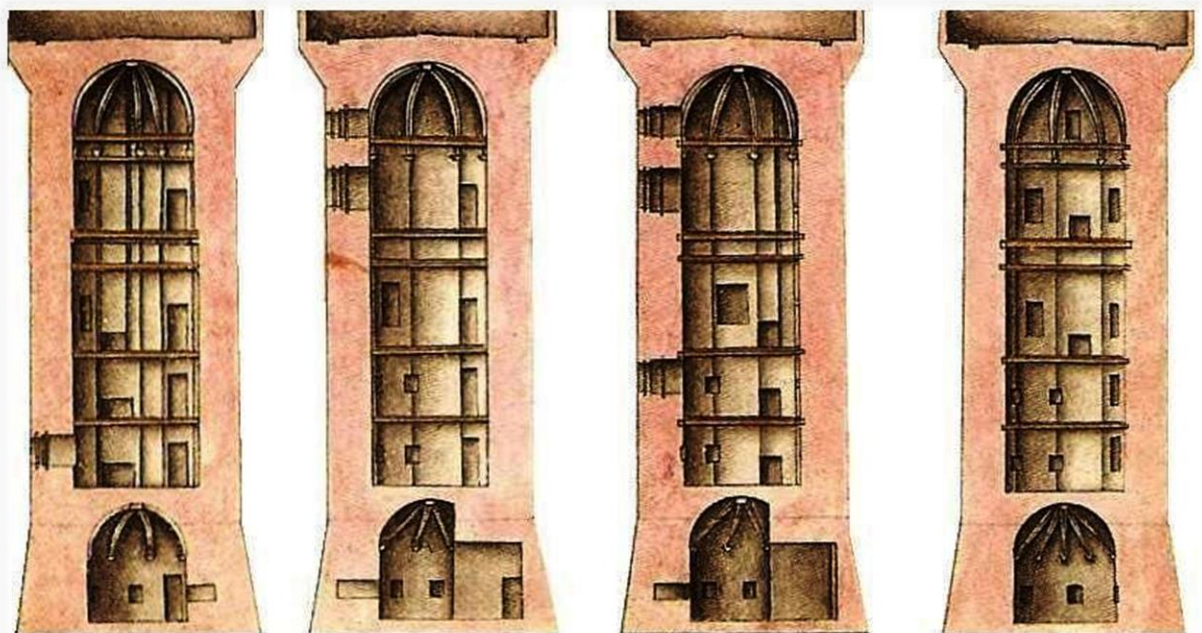
The most infamous man ever imprisoned here was the Man in the Iron Mask. He was a real person, but to this day no one knows for certain why he was forced to wear the mask for the duration of his imprisonment. The favorite pulp theory, of course, is that he was the king's identical twin. This is the theory which was explored by author Alexandre Dumas in his novel *The Vicomte of Bragelonne: Ten Years Later*, which is basically Book III in *The Three Musketeers* series.

But the mysterious personage of legend has fallen away bit by bit, as historical research continues. It is more likely that he was a man who knew too much about the king's debaucheries, and that his mask was not to hide his identity but merely to make him humiliated and powerless. His name was likely Eustache Dauger de Cavoye, and he was no royal relation. He just pissed off the wrong powerful people and suffered a miserable lifetime for it. Sometimes, the legends are better than reality after all ...



Other interesting features and historical bits concerning the Bastille include:

- The underground cachots. Under each of six towers was a cachot, or dungeon chamber. It is said that some of the more hated prisoners were forced to live in the cachots chained next to corpses or skeletons.



A Mid-1700s View of the Cachots

- A fortified interior drawbridge, which would be brought down to allow movement through the fortress during times of peace.
- Illegal goods and literature seized from criminals were stored in the Bastille in later years, which would certainly make for some interesting kinds of storerooms.
- An anarchist soldier named Latude, imprisoned, once escaped from his cell by climbing up a chimney and then deploying a rope-and-rag ladder which he had made.

- There may have been torturous oubliettes here, but an alternate theory says that the chambers were used for ice storage. Either option could be interesting, from a dungeon design perspective.
- Prisoners were frequently kept in accordance with their wealth. There might be temporarily-deposed nobles in their own rooms, with fine clothing and tapestries, and perhaps even a favored cat to control the vermin. Meanwhile, the poor would be in rags and practically left to die.

Bedlam

The world's most notorious insane asylum, established as a priory in 1247 AD, was more formally known as Saint Mary Bethlehem Royal Hospital. It eventually became a house of healing and then specialized more and more in mental disorders, beginning in the late 1300s or so.

In the medieval period, the insane could only be kept from hurting themselves and others until they became sane by themselves, or died. Therefore there would be stocks, manacles, chains, cages, prison cells and so forth to control the most violent members of the population. (My favorite portrayal of this mess is in Coppola's 1992 film version of Dracula.) This rather unfortunate reputation became deeply sensationalized in the 1600s. A famous song called Tom o' Bedlam, painting the image of a mad imprisoned anti-hero, spread the legend of the place far and wide:

With a host of furious fancies

Whereof I am commander,

With a burning spear and a horse of air,

To the wilderness I wander.

By a knight of ghosts and shadows

I summoned am to tourney

Ten leagues beyond the wide world's end,

Methinks it is no journey.

Yet will I sing ...

Quite an evocative image, isn't it? A dungeon that was a former house of healing, but monsters invaded from the deep, the frantic guards freed the inmates to save themselves, and soon thereafter "the lunatics have taken over the asylum ..." It almost writes itself.

The song of Tom was popular enough to inspire a sequel about Mad Maudlin, Tom's presumed bride to be:

I went down to Satan's kitchen

To break my fast one morning,

And there I got souls piping hot

All on the spit a-turning.

There I took a cauldron

Where boiled ten thousand harlots,

Though full of flame I drank the same

To th' health of all such varlets.

My staff has murdered giants,

My bag a long knife carries,

To cut mince pies from children's thighs

For which to feed the fairies.

(If you can't now write a dungeon featuring Tom and Maudlin as dangerous and lethal NPCs, leading their brave troupe of the insane against the dungeon monsters when the PCs intervene, you aren't trying hard enough!)

Although conditions at Bedlam had improved by the time these songs were being bawled out in English taverns, nevertheless "cryings, screechings, roarings, brawlings, shaking of chains, swearings, frettings, and chaffings" were still the order of the day. The filth and conditions simply made matters worse, as did the frequent contact between inmates with wildly different mental disabilities.



The Black Hole of Calcutta

This prisoner of war incident did not occur until 1756, but it's chilling enough that it deserves to become a dungeon set piece.

To hit the highlights: Dozens of British soldiers were captured and forced into a tiny prison. Overnight, most of them died from trampling, suffocation, dehydration, heat exhaustion, delirium and terror.

Here is a portion of an account:

"The dungeon was a strongly barred room, and was not intended for the confinement of more than two or three men at a time. There were only two windows ... and thick iron bars within impeded the ventilation, while fires, raging in different parts of the fort, suggested an atmosphere of further oppressiveness. The prisoners were packed so tightly that the door was difficult to close.

...

"By nine o'clock several had died, and many more were delirious. A frantic cry for water now became general, and one of the guards, more compassionate than his fellows, caused some [water] to be brought to the bars ... In their impatience to secure it nearly all was spilt, and the little they drank seemed only to increase their thirst. Self-control was soon lost; those in remote parts of the room struggled to reach the window, and a fearful tumult ensued, in which the weakest were trampled or pressed to death. They raved, fought, prayed, blasphemed, and many then fell exhausted on the floor, where suffocation put an end to their torments.

"About 11 o'clock the prisoners began to drop off, fast. At length, at six in the morning, Siraj-ud-Daulah awoke, and ordered the door to be opened. Of the 146 only 23 ... remained alive, and they were either stupefied or raving."

I recommend a dungeon featuring one or more Black Holes, where the cursed prisoners have all succumbed, and become a swarm of blood-thirsting zombies ...

Blarney Castle

This is a fascinating medieval Irish castle, surrounded by enchanted druidic arbors and a poison garden. Below the fortress is a dangerous netherworld escape route, known as Badger's Cave. A magical stairway grants wishes. Nearby is the "Witch Stone," which looks like (or is?) the face of a petrified witch-giantess. The dungeon there is usually off limits these days, but it's there! It was a prison, likely with connected storerooms, and maybe an intruding army's sapping tunnel too.

The most intriguing feature here is the Blarney Stone. This thing has a huge amount of legends and superstition built up that Americans only partially understand, so I'll strip all that away and get to my own campaign's interpretation of the medieval origin: This is a holy shrine in the form of a crude limestone block, sacred to the goddess Cliodhna (domains: beauty, beguiling, faeries, and banshees; Chaotic Neutral). It is guarded by invisible sprites. If threatened by the unworthy or destructive evil, the shrine summons a guardian banshee. It grants the worthy the "gift of gab," a permanent increase of +1 or +2 Charisma. The +2 is reserved for Bards and Mountebanks. To get this power, you need to kiss the stone, which — they rarely tell you this — involves climbing the castle summit and leaning over a crumbling parapet, while a buddy holds you by the ankles in the hope that you don't fall to your terrible death.

As you can see, Blarney Castle is a perfect example of blending many different dungeon themes into a single evocative locale. I highly recommend a visit if you can ever manage it!



Hey, if he falls at least it'll be a Hell of a ride!

Château de Chillon (Chillon Castle)

As fate would have it, while far away from E. Gary Gygax and Lake Geneva, Wisconsin, this fabled island castle can be found on the shores of Lake Geneva, Switzerland. The dungeon there was admired by Lord Byron, who carved his name on one of the columns and wrote a poem entitled *The Prisoner of Chillon* (1816):

*... I suffered chains and courted death;
That father perished at the stake
For tenets he would not forsake;
And for the same his lineal race
In darkness found a dwelling place;
We were seven — who now are one,
Six in youth, and one in age,
Finished as they had begun,
Proud of Persecution's rage;
One in fire, and two in field,
Their belief with blood have seal'd,
Dying as their father died,
For the God their foes denied;
Three were in a dungeon cast,
Of whom this wreck is left the last.*

This is a beautiful crypt with classic columns and soaring arches. I'm pretty sure that the hewn arches were an inspiration for artist David A. Trampier, for example in his illustration of dwarven adventurers encountering a magic mouth (1978). Lord Byron speaks of lost sunbeams turning to corruption there, "Creeping o'er the floor so damp, like a marsh's meteor lamp." He means a will-o'-wisp there, by the way. And that's as good a justification for putting a swamp creature in a dungeon as any other, isn't it? So there we go: In the Castle Oldskull campaign, dungeon (as opposed to swamp) will-o'-

wisps are sacred sunlight caught by foul magics, dragged underground, and twisted into evil. Isn't it fun to learn where I pull all of these random influences from over the years?

The things that Chillon Dungeon teach us about realistic dungeons are not things that we might expect as classic gaming tropes: [1] The ceilings might be soaring, [2] cliffs of naked stone exist in dungeons adjacent to finished walls and features, [3] a secret door and escape tunnel can lead immediately out to a lake for a quick boating escape, and [4] nobles and important personages can be kept there not for ransom, but to compel them to abandon their (clerical?) faith.



The Chillon Dungeon, as photographed by Ioan Sameli.

(Reproduced herein under Creative Commons License 2.0. The photographer neither endorses the Castle Oldskull writing project, nor is affiliated with the author.)

Pontrefact Castle (Castle Pomfret)

This Yorkshire castle was built in the 11th century, and was later reinforced with a magnificent donjon keep. It was used as a major defense center by the Royalists during the English Civil War. Many of its subterranean cellars, hundreds of years old by then, were used to store arms and armor. There is very little of this castle left, because it was leveled c. 1649 to prevent it from being used as a fortress ever again. As such, it is an ideal real example of a ruined castle with extensive dungeons, armories, and secret storerooms underneath.



In the 1200s and 1300s apparently, the dungeons were used to house many prisoners in absolute darkness. They scratched their names into the walls so that history would not forget their terror. King Richard II may have been murdered or starved to death in these same dungeons in 1400, although no one really knows ... he was simply never seen alive again.

Shakespeare gave his imagined death scene a much more heroic bent, which may be of interest to GMs seeking to give a dungeon the legacy of a fallen hero which the PCs can rediscover:

KING RICHARD II

How now! What means death in this rude assault?

Villain, thy own hand yields thy death's instrument!

(Snatching an axe from a Servant and killing him.)

Go thou, and fill another room in Hell!

(He kills another. Then Exton strikes him down.)

That hand shall burn in never-quenching fire

That staggers thus my person. Exton, thy fierce hand

Hath with the king's blood stained the king's own land.

Mount, mount, my soul! Thy seat is up on high;

Whilst my gross flesh sinks downward, here to die.

The ruins of the castle above the dungeon could be quite interesting to explore as well. Some of the towers were 60' high, and the massive kitchen had two ovens and four fireplaces. Imagine how many giant spiders you could fit in that ruined mess ...

Toledo (of the Inquisition)

That's right, it's time to talk about the Spanish Inquisition. And you didn't expect it, did you?

The Inquisition's and Tribunals' most notorious time period began around 1479 AD. The Inquisition was devoted not to killing heretics; they wanted confessions of sin. And, intriguingly, they wanted to torture people without causing bloodshed or permanent harm. Thousands of people were executed as a result of incrimination and confessions, but apparently not in the dungeons during the confessional sessions themselves. People essentially needed to declare themselves evil before they could be killed. This disturbing little detail is what seems to have inspired Edgar Allan Poe to write *The Pit and the Pendulum*.

The scary thing about Inquisitions is that these dungeons would be known to exist, they would be in cities, they would be thriving, and most of the populace — in the name of protecting themselves from demonic or infernal invasion — would be happy to have them around.

In FRPG terms, the Inquisitors could thus be arguably termed Lawful Neutral, descending toward Lawful Evil. Their dungeons and torture chambers would not only feature elaborate arrays of non-lethal but terrifying contraptions, they would also be designed to inflict mental stress, claustrophobia, and a sense of utter hopelessness. The goal of the real Inquisition was to keep Christianity "pure," especially in regards to converts from Judaism and Islam. And the Inquisitors used "the rules" to convince themselves that they were really doing a good thing, saving people from themselves.

I don't recommend using monotheistic religions in FRPGs, because it tends to lead to depressing games that aren't very fun at all. But you could certainly use the example of the Spanish Inquisition to come up with a creepy cult of hooded neighbors in a secret society, abducting townspeople and forcing them to convert to the "one true way" on threat of execution. It's a rather perfect dungeon setting for a cult hiding subterranean lairs of Lovecraftian horrors, don't you think?

The notorious book sometimes associated with the Spanish Inquisition is none other than the *Malleus Maleficarum*, the Hammer of Witches. In the Castle Oldskull campaign,

this is an enthralling cursed spell book which entices a reader into believing that the world needs to be saved through extreme measures. Over time, it tricks the reader into summoning Lovecraftian entities, and forces a slow and inexorable decline into Lawful Evil.

Pleasant dreams, and happy research!



The Tower of London

The tower of London is mostly an arsenal and fortress, but because it was so secure it also served as a prison for the most important personages ... particularly in the 1400s to 1600s. It's a quintessential example of a princess prison (young Elizabeth I), and of a prison where politically dangerous individuals were kept until the day of execution. War spies were executed there as recently as World War II.

There are actually lots of towers and connecting walls, but the most significant structure is the donjon keep known as the White Tower. Other interesting locales include(d) a drawbridge, chapel, crypt, ward, protective ditch, and the Crown Jewels (a trapped and protected dungeon treasure idea if there ever was one).



Further cool and disconcerting details include:

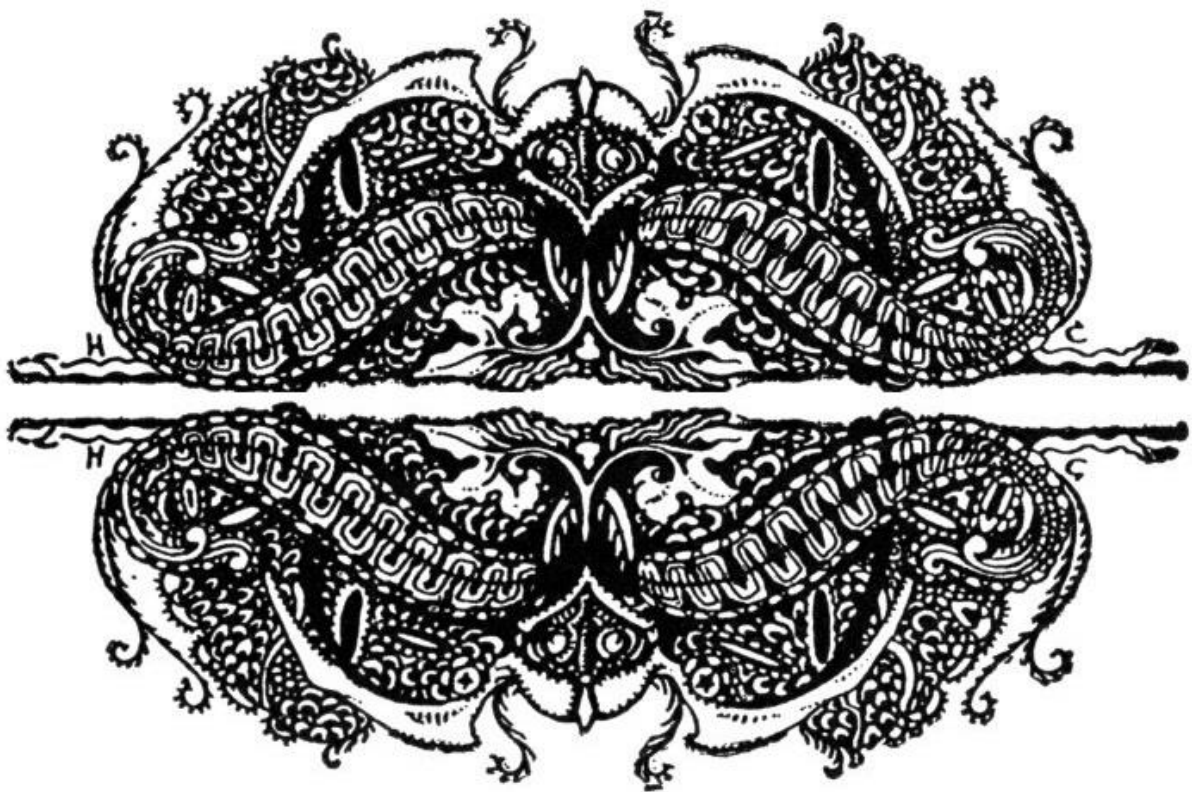
- The first person imprisoned there was a cleric, Bishop Ranulf Flambard. He was kept in luxury, but was a prisoner nonetheless. He escaped by getting the guards drunk during a feast and using a hidden rope. For all his flawless craftiness, he was accused of dark magic tricks and witchcraft, not to mention being a bad sport.
- Hundreds of people were imprisoned there for coin clipping, which is the crime (against the king) of shearing off little pieces of gold or silver for later melting, while using the lightweight coin at face value somewhere else. Imagine the fun that could be had if you created a dungeon filled with merchants and petty thieves, all proclaiming their innocence to the PCs!
- Enormous intelligent ravens dwell here.

- After the Battle of Agincourt, defeated noble knights were kept here for ransom.
- At least one king, and two princes, were cruelly murdered here.



- There is a deep, adjacent Roman graveyard filled with bones and relics.
- Many people were tortured here, either for punishment or to extract confessions. Perhaps the most notorious was the most excellent Guy Fawkes, whose mask is now associated with Anonymous and V for Vendetta.
- To this day, ghosts of the accursed are said to wander here.

Despite being an “on the surface” locale, and technically a stronghold, the Tower of London is arguably the coolest dungeon in existence.



I hope you have found this sampling of real dungeon-like settings to be inspiring. I also encourage you not to overlook the potential of surface prisons and gaols as adventuring locales, particularly if they are controlled by evil forces, or abandoned and

repurposed. A medieval prison would be a perfect place to justify the existence of locked doors, iron bars between rooms, perilous pits and oubliettes, and lots of secret escape tunnels ... many of which go nowhere and end in bloodstains, or a skeleton's grisly rest.

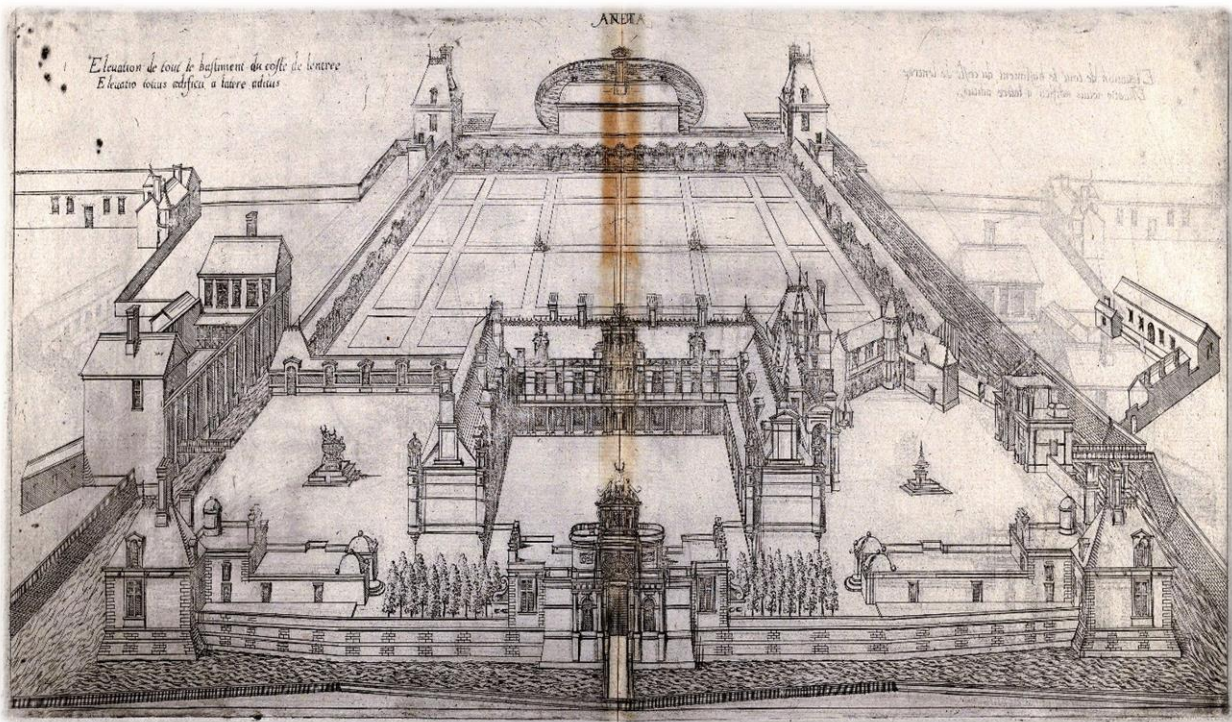
The common thread in adventure-themed medieval prisons is that they are difficult to break into or out of, and dangerous foes will try to prevent such activities ... so it is the GM's task to devise scenarios revolving around those activities. (Usually that involves PCs rescuing NPC prisoners; but if your group is skilled and willing, you could devise an unforgettable scenario involving the PCs' capture and their attempt to break out without armor or magic items.) The problem with most prisons of course — from the players' savvy perspective — is the lack of treasure incentive, so the mission should be either compelled (failure to break out meaning long imprisonment or death) or well-rewarded (breaking out a valued rebel, noble or personage and being paid handsomely for the difficult work).

III - 5

ARRANGEMENT OF ROOMS IN A MANOR HOUSE

A manor house, in game terms, is a basically a fantasy version of a late medieval mansion. This means that we can follow the general rules for modern house design, with a few nods toward both medieval sensibilities and the gothic tropes of the haunted house genre of adventure fiction.

Manor houses typically have a large winged primary structure, and several outbuildings. The outbuildings might include (for example) stables, a coach house, a mill, a shrine, latrines, a family crypt, and garden locales ... perhaps even including, if you have a sense of humor and appreciative players, the ever-dreaded monstrous gazebo. Other outdoor locales which are not technically rooms, but which are useful to an adventure design, can include a hedge maze, a pool, a fountain, and surrounding patios and pavilions.



Perspective Plan of Manor House and Extensive Gardens

Inside the house will be centered on the great hall proper. There will be an elaborate main entry, likely gated, surrounded by columns inside and out. There will be an entry, foyer, a cloak room, approaches to the main hall, sweeping stairs leading upward, and subtle tapestried approaches to the ubiquitous serving rooms and servants' quarters. Very generally, the ground floor will feature entertaining rooms, perhaps including a ballroom, sitting room, library, dining room, and so forth. The presence of dining implies that the kitchen, scullery, buttery and related areas will be located on the ground floor or immediately below. There will probably be servants' entries and egress areas toward the back of the main house, and perhaps even separate areas for guards and patrols.

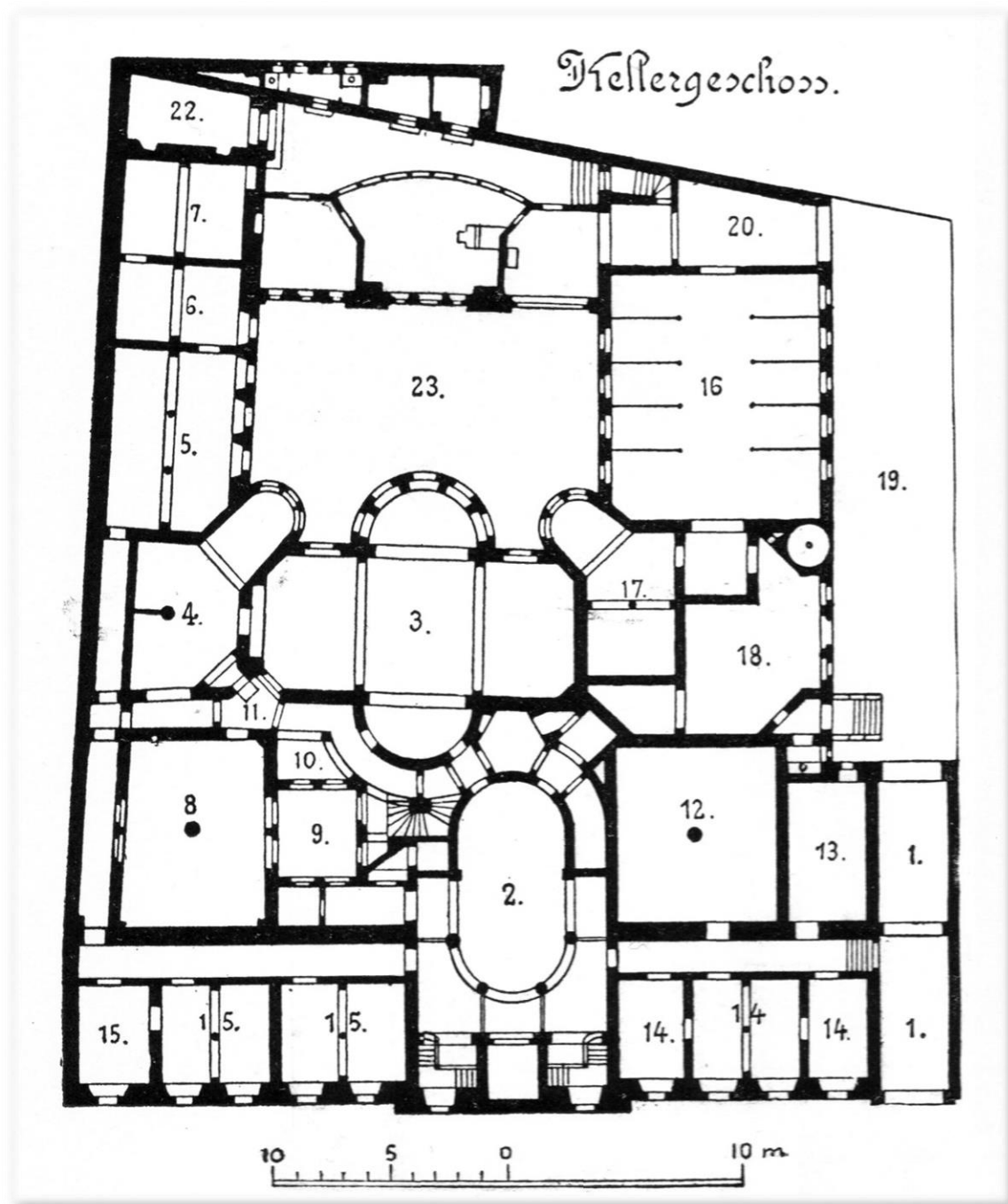
Below ground, the house will feature a mix of cellars, storerooms, coal rooms, and warming rooms. Above ground will be the private living areas, the bedchambers, the studies, the private discussion chambers, and perhaps even secret areas of worship or esoteric learning.

If you're into adding classic dark fantasy tropes to this type of locale (and you should be!) there will be lots of opportunities to add sliding walls, secret passageways, walking suits of animated armor, magical paintings, a ghost, a chapel, a confessional, and perhaps even experimentation chambers, a mad scientist's lair and cells for imprisoned victims. Just think of every great haunted house concept you've ever wanted to use, and make it more medieval. The house will have a lot of stone, ancestral memory, shuttered windows, dark passageways, crude timepieces, creaking stairs and perhaps even guardian beasts.

The layout in the wings can depend on how big the ancestral family is, how big the house is, and the purpose of your design. For example, if the house is shared by more than one bloodline (refer to the "Ganerbenberg" entry in the stronghold table, later in this chapter), then the less influential bloodline probably lives in one of the more rundown wings of the house. If the house's wealth was built on collections, artwork, or some kind of museum, those collections would probably be housed in another more secure wing. If the house serves as a guesthouse for many loyal subjects, they might get their own wing to. And if the owners are highly militant or devout, there could be an entire wing devoted to servant-soldiers, apprentice priests, or some other kind of guardians.

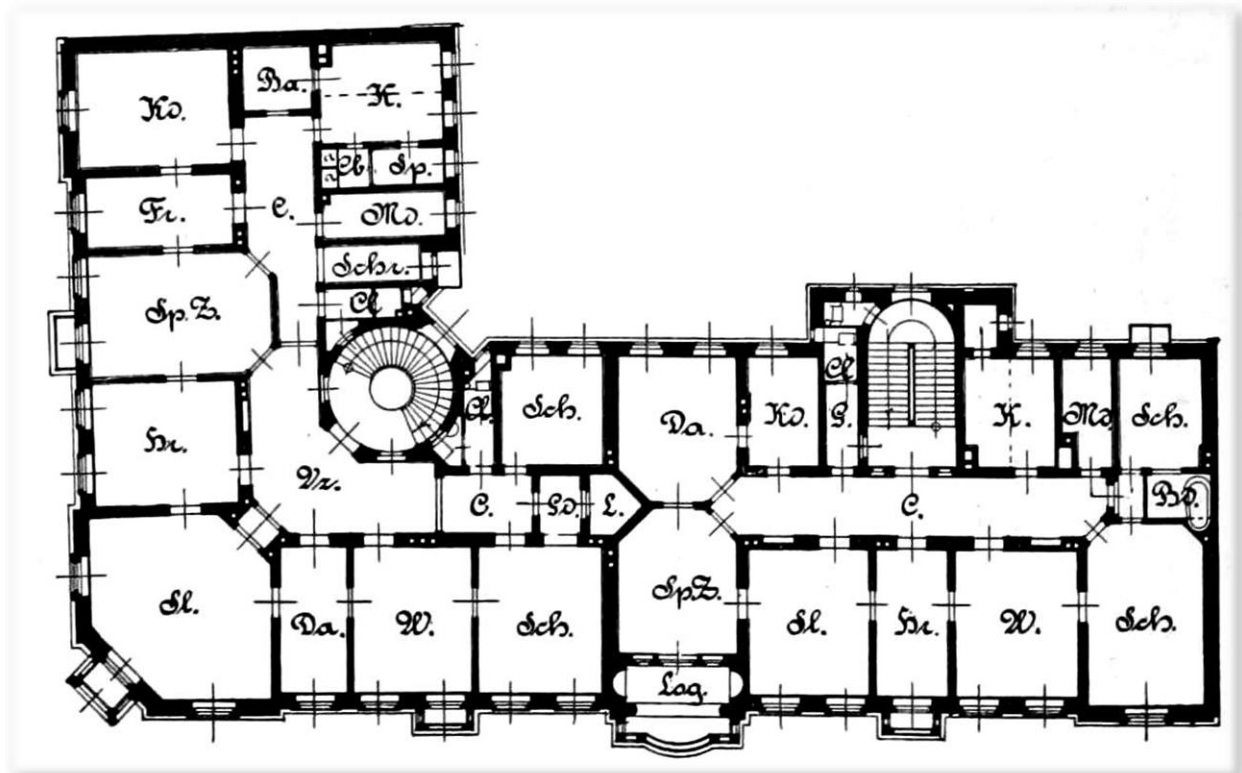
If you need more examples from fiction or real life, they are plentiful. My personal favorite manor house floor plan is Judges Guild's Tegel Manor, which is under copyright. The real world Winchester Mystery House is interesting as well if you'd like to take a look at the tour plans. And the king of all manor houses (technically a chateau, or palace) is Versailles, with a decent partial map currently being found at:

<http://thisisversaillesmadame.blogspot.com/2014/12/plans-of-first-floor-louis-xiv.html>



This floor plan can be useful as a guide, because the rooms have been identified (1896 structure, some rooms are too modern for a medieval setting): [1] Passageway, [2] Servants' Dining Room, [3] Kitchen, [4] Utility Room, [5] Laundry Room, [6] Ironing Room, [7] Mangle (Drying "Machine") Room, [8] Larder, [9] Lightwell, [10] Washroom, [11] Elevator, [12] Boiler Room,

[13] Wine Cellar [14] Coachman's Accommodation (note the size and importance compared to 15, he would be an NPC), [15] Servants' Room (this would be a "barracks" type of room), [16] Stable, [17] Crockery Room, [18] Second Larder, [19] Covered Courtyard, [20] Passage, [21] (not identified on this floor plan), [22] Grotto, [23] Courtyard.

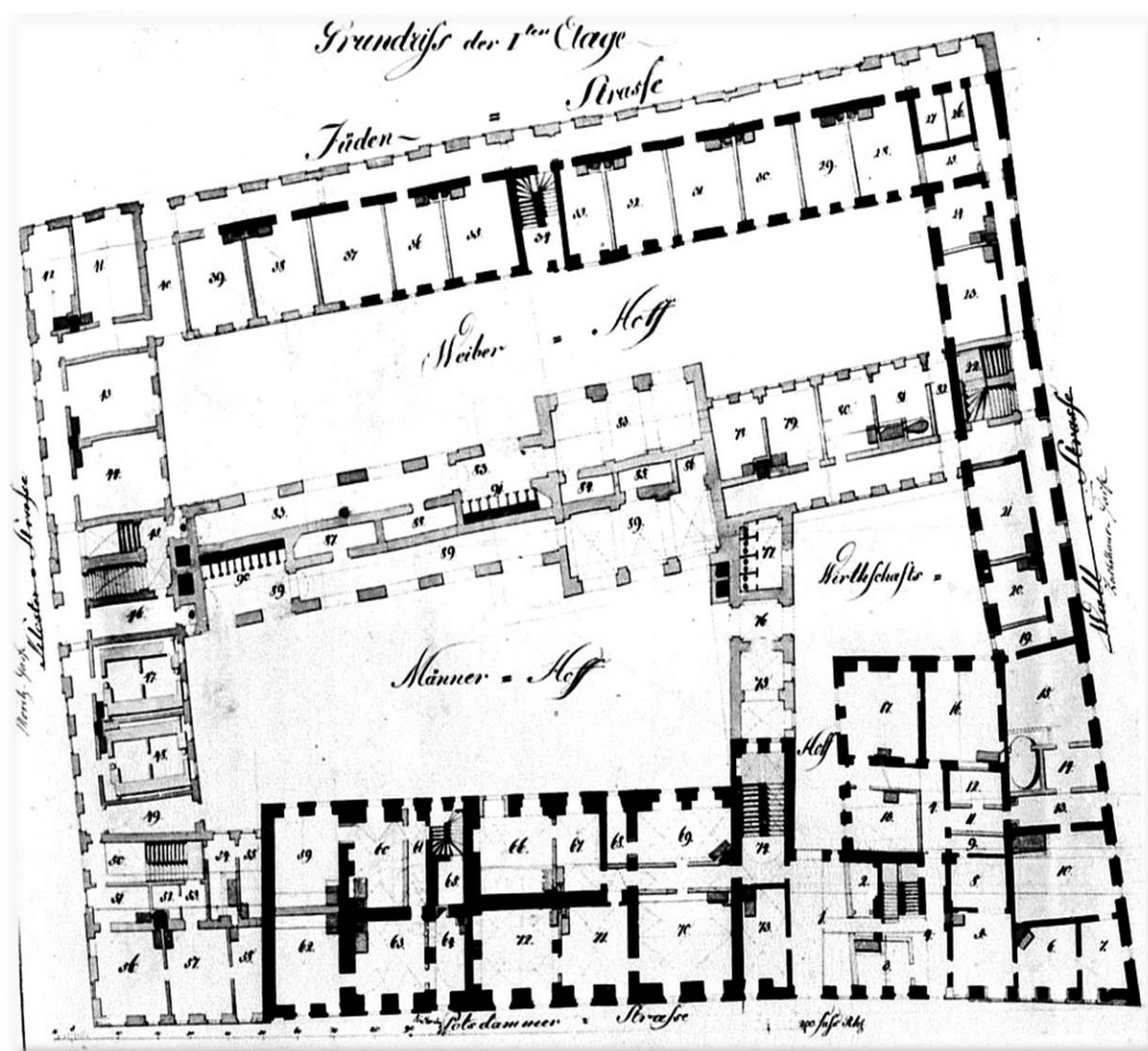


Another Interesting L-Shaped Design, with a Convolutd Room Flow

You can pay attention to the light of the house, if you like; those people who prefer light and warmth will have east-facing rooms and windows, while those who pre the cool and the dark will be on the other side of the house entirely. If the house is in your fantasy world's northern hemisphere and there are interior arbors or gardens, then those "greenhouse" areas might be on the south side. Many houses popularly face east (main entrance), which means the servants' entries might well be to the west. But any or all of these suggestions can be broken by the existence of magic, and dark eccentric bloodlines

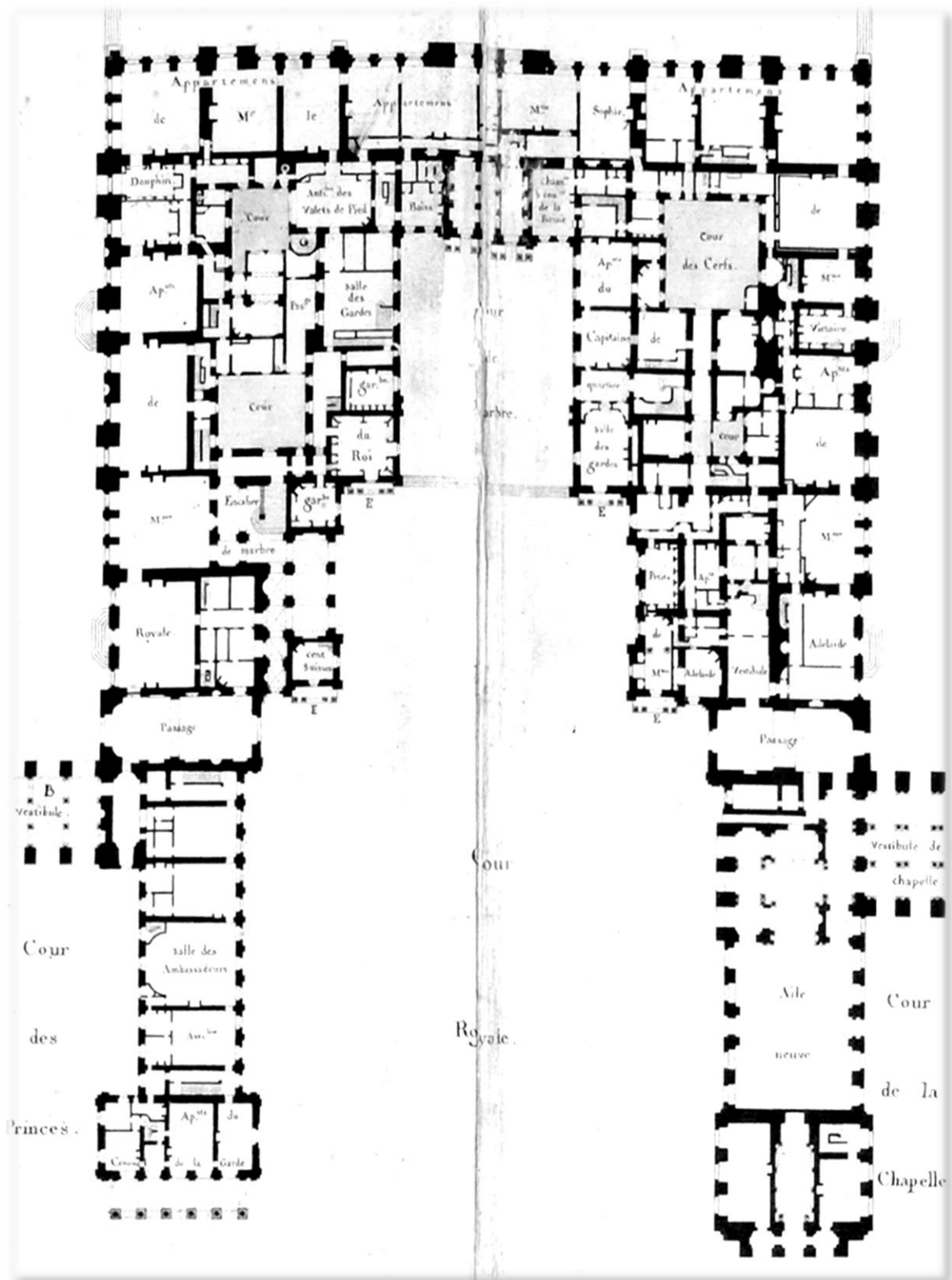
tend to run strong in wizardry. So be sure to spice things up with animated rooms, poisonous plants, living shadows, moving walls, and so forth!

For more, you can always use Google image search; I recommend searching for large images under the initial search term “manor house floor plan,” and progressing from there. Many thousands of additional ideas can be found at tvtropes.org, particularly if you begin at the Haunted House, Haunted Castle, or Old Dark House pages.

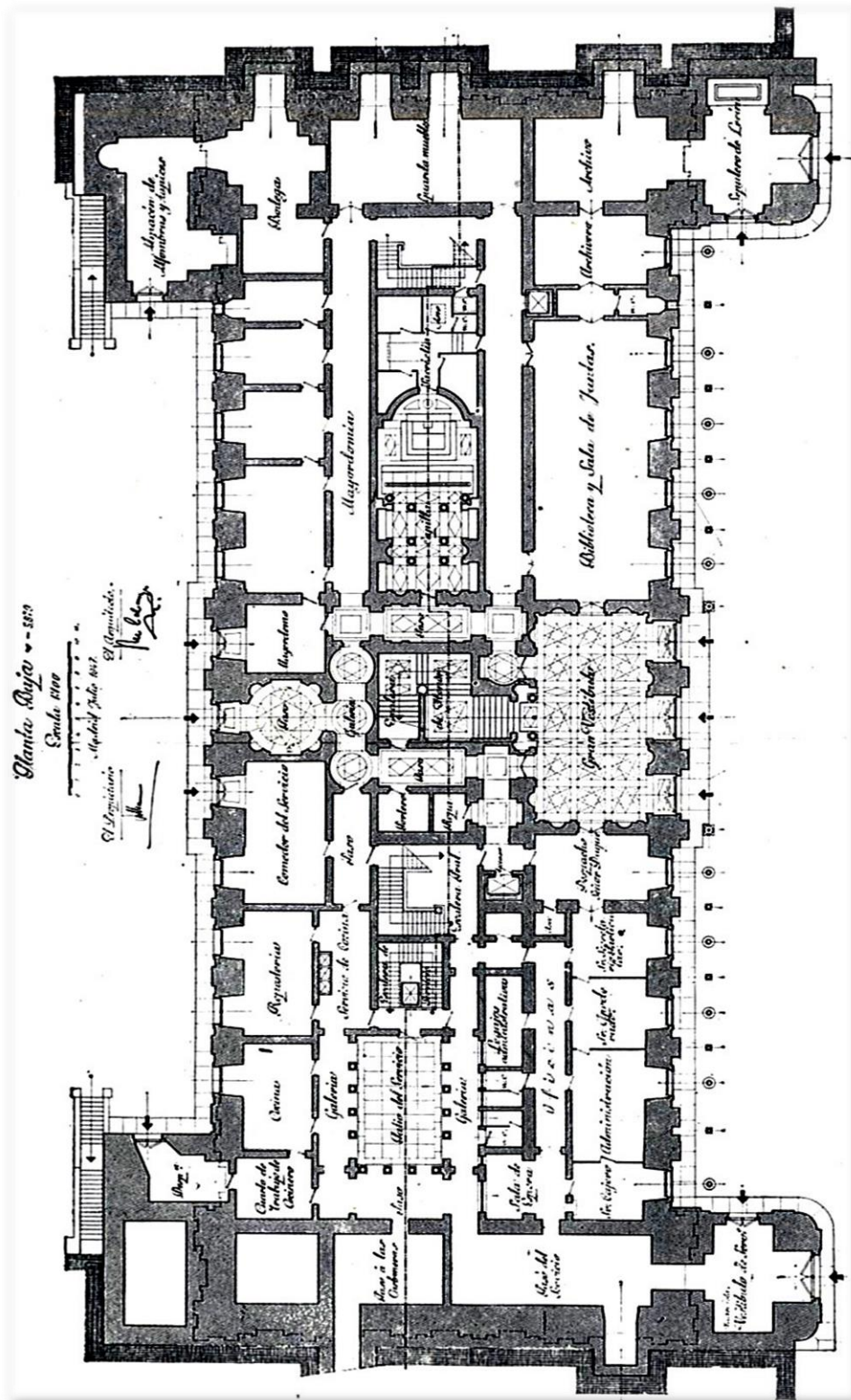


A Beautiful Angular Manor House Design,

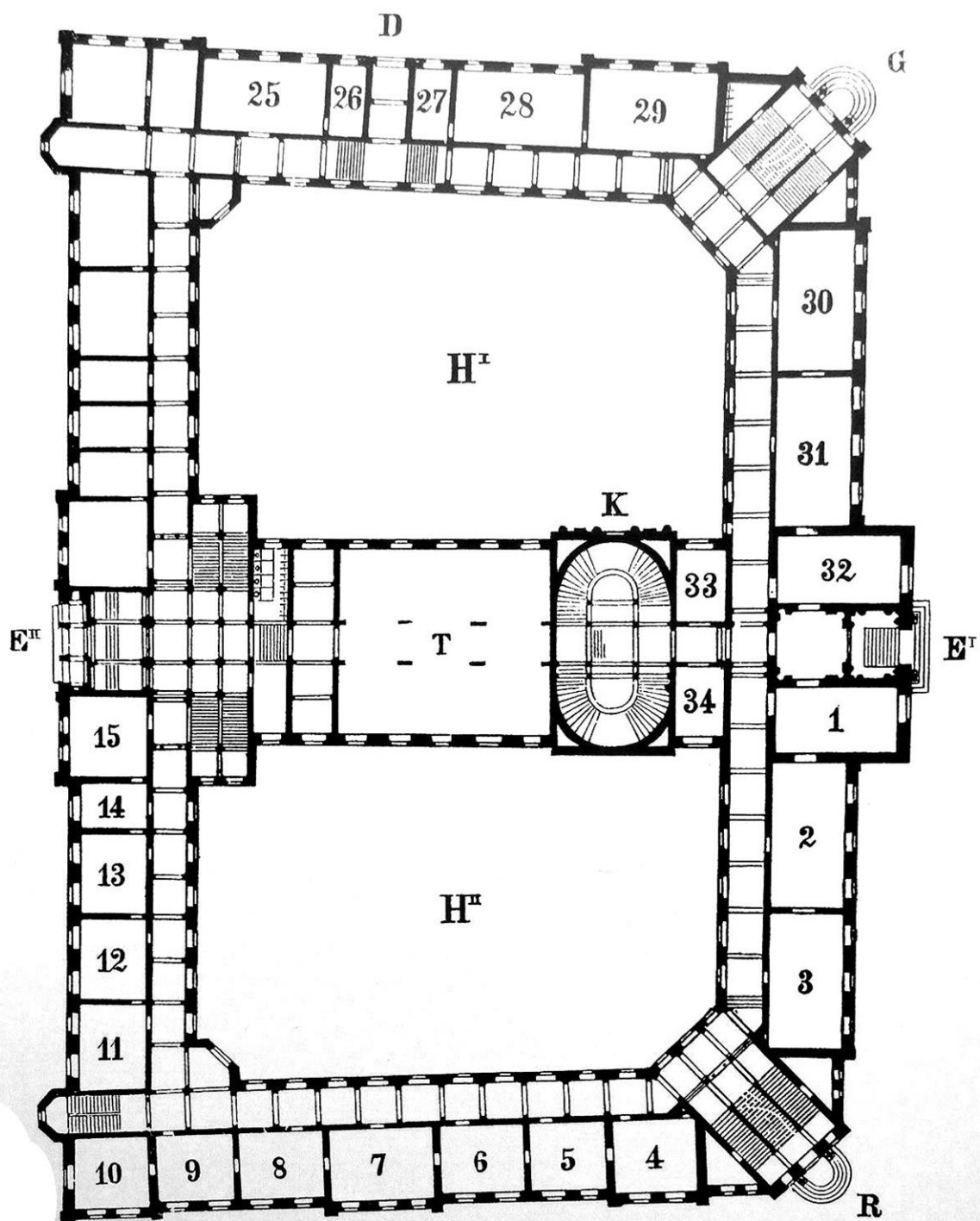
Sure to Confound Mappers and Explorers



Versailles (Central Floor Plan)



A Lavish, Almost Labyrinthine, Manor House (Rotated to Show More Details)



A Museum Layout, Which Could be Repurposed as a Manor House

III - 6

TYPES OF MANOR HOUSES

I could write an entire book about manor houses, and their potential to service as epic haunted dungeon-mansions in the old school FRPG ... and perhaps I shall. But for now, I can give you a quick raven's-level view of what types of manor houses exist, and where to learn more, and why you should be interested in them.

I have three truly excellent books in my personal design library, which cover the topic in exhaustive detail and are very atmospheric and inspiring. They can be expensive and hard to find, but you can try the library before Amazon and decide if you want to plunk down the cold hard cash to add these beauties to your collection. But I promise you they are all very much worth the money. These titles are:

[1] *Design and Plan in the Country House: From Castle Donjons to Palladian Boxes*, by Andor Gomme and Alison Maguire. This is the most important book for a Game Master, because it has hundreds of dungeon-like floor plans with keyed rooms all listed by type. The major and most common rooms included here, for your reference, are: Anteroom, Buttery, Chamber, Closet, Common Parlour, Chapel, Dressing Room, Gallery, Great Chamber, Great Dining Room, Great Parlour, Hall, Kitchen, Kitchen / Winter Parlour, Larder, Little Parlour, Pantry, Steward's Closet, Scullery, Vestibule, and Withdrawing Room. You can literally flip through this book, pick a floor plan, and turn it into a dungeon directly inspired by a real world manor house in a matter of minutes. How cool is that? Just grab a house idea and start populating the rooms. And the detail in the 338-page accompanying text is positively fearsome.

[2] *The English Country House: A Grand Tour*, by Gervase Jackson-Stops and James Pipkin. The strengths of this book are threefold: [1] Great photos. [2] The text is thematic, with chapters teaching you everything you want to know — with examples — about Halls, Stairs, Great Chambers, Bedchambers, and so forth. [3] There's a tiny but excellent *Gazeteer* in the back, with some outstanding floor plans I wish I could show you. Kedleston Hall and especially Blenheim Palace will blow your mind.

[3] *The English Manor House: From the Archives of Country Life*, by Jeremy Musson. The text of this book is quite excellent, but its real strength lies in its exclusive photographs of gardens and period interiors ... including armor, chapels, Gothic chandeliers, monolithic fireplaces and serene secret chambers. Just paging through this book will give you hundreds of ideas.

And now that I've depressed you by boasting about amazing books you don't have (yet!), we can talk a bit more about manor houses in general ...

There are three major traditions which I recommend you learn about first, the English, the French, and the German. (Other countries such as Spain and Portugal and Russia also have beautiful examples, but I recommend researching these three traditions first.) The English manor house is to me the most iconic; the French (chateau and manoir) are the most romantic and ethereal; and the German (gutshaus, rittergut, etc.) are the most stark and authoritarian ... but sadly also the hardest to find good information on in English. Fortunately the Google image search term "German manor house interior" tends to give some fairly high quality results in very little time.

Each house as you will find possesses its own unique floor plan, largely determined by (a) when it was built, (b) whether it started life as a castle, (c) whether it later became fortified, (d) where it was built and (e) how much money the family had to commit to majestic architecture. You can find a good list of world locations for manor houses, although it's necessarily dominated by English examples, here:

https://en.wikipedia.org/wiki/List_of_manor_houses

As you look through the many floor plans, you will see that the houses tend to be quite similar to one another. There's an impressive entrance surrounded by comforting rooms, a major staircase leading up to bedchambers, servants' quarters hidden away in all the nooks and crannies, unmarked rooms which can be assumed to be storerooms and pantries and general purpose nooks, and so forth. The most unusual and unique houses tend to have an old section replete with ominous solid stone walls, surrounded by a larger plan of later rooms which are much more delicate, wide-reaching and livable by comparison.

I've included a fair number of the best floor plans herein, and if you combine those with the work by Gomme and Maguire you'll be set for life.

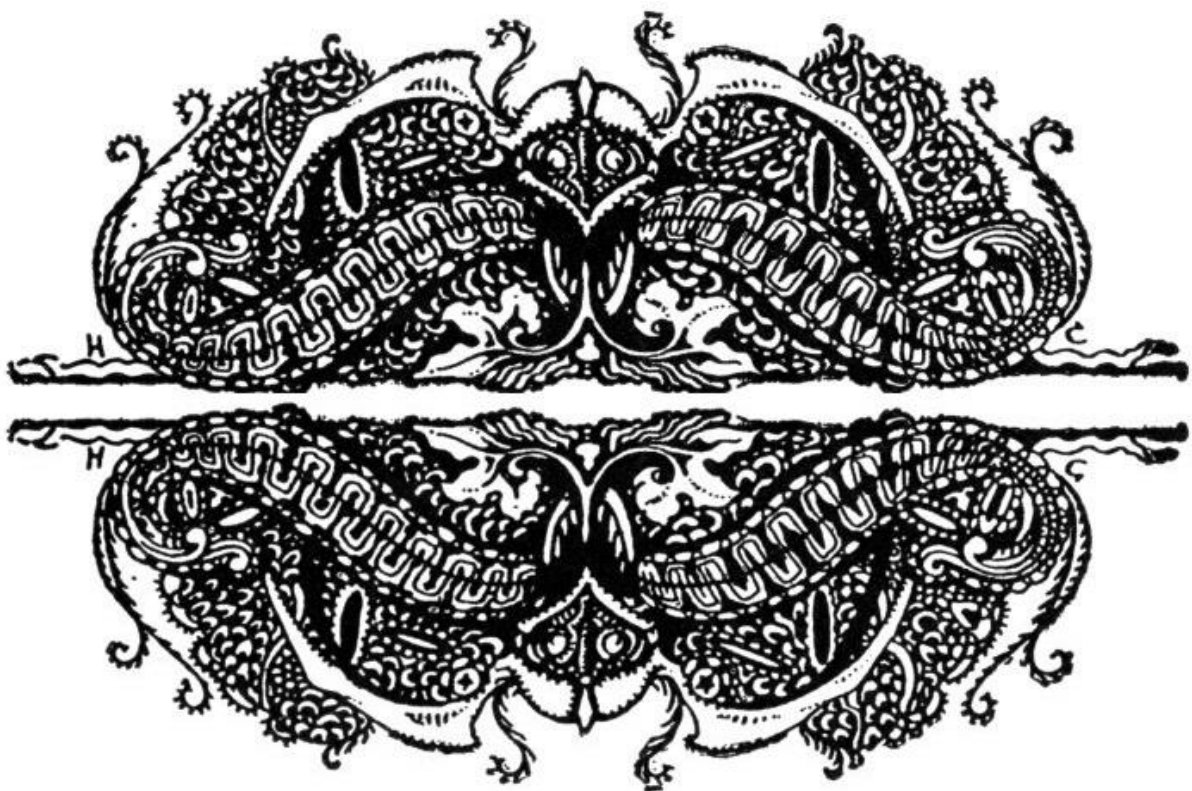
The most important manor house information for a GM, however, is a bit harder to classify and convey: it's the atmosphere. You need to soak this up yourself to get it infused in your brain; if I just give you a list of haunted house tropes, it would be of cliché and surface "Scooby Doo" quality, and nothing more. You've got to *feel* it! Don't worry, I'm going to give you a very high quality reading list that will keep you busy and inspired and creeped out for months to come. If you aren't inspired to design a haunted house dungeon just yet, you soon will be.

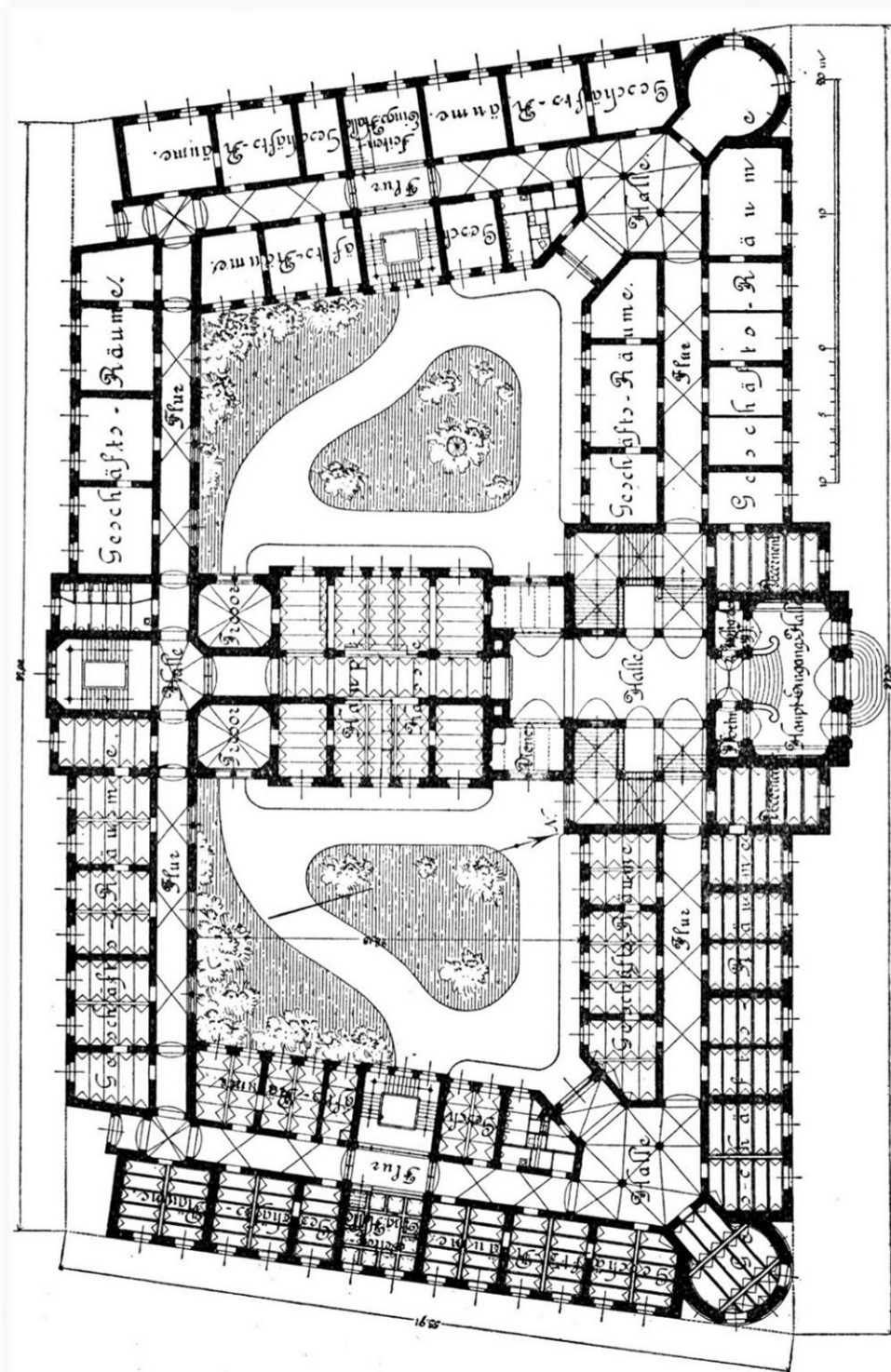
As mentioned earlier, you'll want to check out the TVTropes pages beginning at the Haunted House, Haunted Castle, and Old Dark House pages for general ideas on elements and themes. But to get really inspired (and scared!) you'll also want to read The

Fall of the House of Usher (Edgar Allan Poe), The Masque of the Red Death (Poe), The Rats in the Walls (H. P. Lovecraft), The Shunned House (Lovecraft), House of Leaves (Mark Z. Danielewski), Salem's Lot (Stephen King), The Shining (King), The Haunting of Hill House (Shirley Jackson), We Have Always Lived in the Castle (Jackson), The Turn of the Screw (Henry James), The Mystery of Chimney Rock (Edward Packard, yep it's a Choose Your Own Adventure), The Yellow Wallpaper (Charlotte Perkins Gilman), and my personal favorite, The House on the Borderland (William Hope Hodgson).

And for movies that emphasize the psychological over gore, I recommend Poltergeist, The Others, The Innocents, The Conjuring, Crimson Peak (flawed but gorgeous), The Orphanage, In the Mouth of Madness (limited house scenes, granted, but very much in the vein), and The Haunting (oh dear gods don't watch the 1999 version, it's so terrible). I also have a particular soft spot for the 1999 version of House on Haunted Hill, which is by no means a good movie ... but if you watch it from a Game Master's and dungeon designer's perspective with your notebook out, it's pretty spectacular.

Trust me on this one.





*A 19th-Century Berlin Railway Station Map,
Easily Repurposed to Serve as an Epic Temple Locale*

III - 7

ARRANGEMENT OF ROOMS IN A STRONGHOLD

So how do you design a somewhat realistic castle or other fortified structure?

Very generally, a stronghold (particularly a castle) is designed as follows. Please keep in mind that these attributes apply most to surface locales, since subterranean castles are mostly fantasy; but the general principles can be applied to the rooms and tunnels in subterranean fortifications as well.

At the outermost extremity (on the surface), there is a series of towers, or bastions. These are elevated and relatively narrow structures, which are designed to allow the stronghold's defenders to repel besiegers from positions of relative safety. The towers can be accessed from the inside, but not from the outside. If there are counter-siege engines (such as catapults or ballistas, or bastions for spell casting), they are probably positioned on the tops of the towers. Between the towers there are curtain walls, which are very high (and difficult to scale) barriers that connect the towers to one another to form a cohesive unit that cannot be breached. These walls might be "hollow," allowing defenders to traverse through multiple levels and to repel enemies through outward-facing windows and/or arrow slits. These types of hollow walls are easier to defend when the castle is housing a large army, but the walls are also of course not fully solid ... which makes them narrower and easier to knock down. The curtain walls probably have an upper walkway, protected by battlements, whether the interiors of the walls are hollow or not. Troops can be funneled through the towers to the adjoining walkways wherever there is need, and as casualties among the defending forces mount.

The walls and towers however are only the first line of defense. Access from the exterior of the castle to the interior is typically further protected by a gatehouse, or barbican. There may also be a moat (either dry and steep, or filled with water) outside of the curtain walls. If there is indeed a moat, a descending drawbridge will be attached to the gatehouse. In a magical castle, the "drawbridge" might actually be a shimmering plane of energy instead of a solid surface. The gatehouse will probably feature both an inner and outer gate, or portcullis (plural portcullises). Urban castles and palaces might

have more than one gatehouse for access, but in a strictly defensive structure this is a definite no-no.

Inside and beyond the walls, there will be one or more wards, or courtyards. These are grassy areas where people can walk freely. Very generally, a courtyard is typically a peaceful place meant for walking and gatherings; while a ward is an inner defended court overlooked by more inner walls or fortifications.

If the castle is especially well-protected, it may well be a concentric castle. This means that there is an outer set of walls, a set of outer wards, and then another set of inner walls, and then a set of inner wards, and finally the castle keep at the center.

The wards and/or courtyards of the castle will probably be lined with outbuildings, roofed areas, or separate shops for various purposes. Example structures of this type include chapels, granaries, inns, smithies, stables, storerooms, warehouses, and wells. The ground levels of towers — opening near to these interior structures — will probably include guardrooms, barracks, and/or armories where additional defenses can be mustered if the outer walls are ever breached.

The keep, if there is one, will be the largest and best-protected structure in the center of the castle. Here there will be more armories, arsenals, barracks, halls (perhaps with a singular great hall and/or throne room), kitchens, servants' quarters, and so forth. Above ground level in the keep will be apartments (which are separated chambers for officials of importance), the lady's chambers, the lord's chambers, council and meeting halls, and so forth. If there is a treasury, it is probably far above ground and only accessible from the lord's chambers.

There will also be a donjon, or dungeon. These terms are frequently confused. In game terms, I would recommend that a donjon is the most secure above-ground room within the keep, while the dungeon is the series of cells and prisons found below ground. That's not quite a technical distinction, but it's a good guideline for gaming and to avoid further confusion.

Considering all of the above, there are also palaces. A palace is basically a stronghold which is designed more for living in luxury, and less for warfare and defense. A fortified palace would have a good mix of rooms (perhaps 2/3rds "stronghold" rooms and 1/3rd "manor house" rooms, in terms of the Labyrinth Lexicon). An ancestral palace would become a bit more decadent over time (perhaps 1/2 stronghold rooms and 1/2 manor house rooms), while a refurbished palace would be a former stronghold turned into a

massive mansion (perhaps 1/3rd stronghold rooms and 2/3rds manor house rooms). These guidelines of course presume that the palace is still serving as a palace, and is not a monster-infested ruin.

In a fantasy game, a palace is not necessarily more vulnerable than a stronghold; it just has a less militant nature and atmosphere with more creature comforts and wealth on open display. The fantasy palace might well be further protected by magics, summoned monsters, traps, illusions, and so forth.

Further, keep in mind that all of these tactical and architectural concerns are only general guidelines for your use. Stronghold-themed dungeons — especially those fortifications which exist underground — are typically centuries old, and have been repurposed many times by various denizens. There is no reason why your stronghold cannot feature two throne rooms (one ancient and one newer, hosting an upstart humanoid chieftain), multiple lords' chambers, secret rooms, collapsed areas, magical areas, and so forth. The information provided here is to help you “break the rules” in an intelligent fashion. Use the guidelines that you need, and ignore the ones you don't. Be creative!

III - 8

TYPES OF STRONGHOLDS

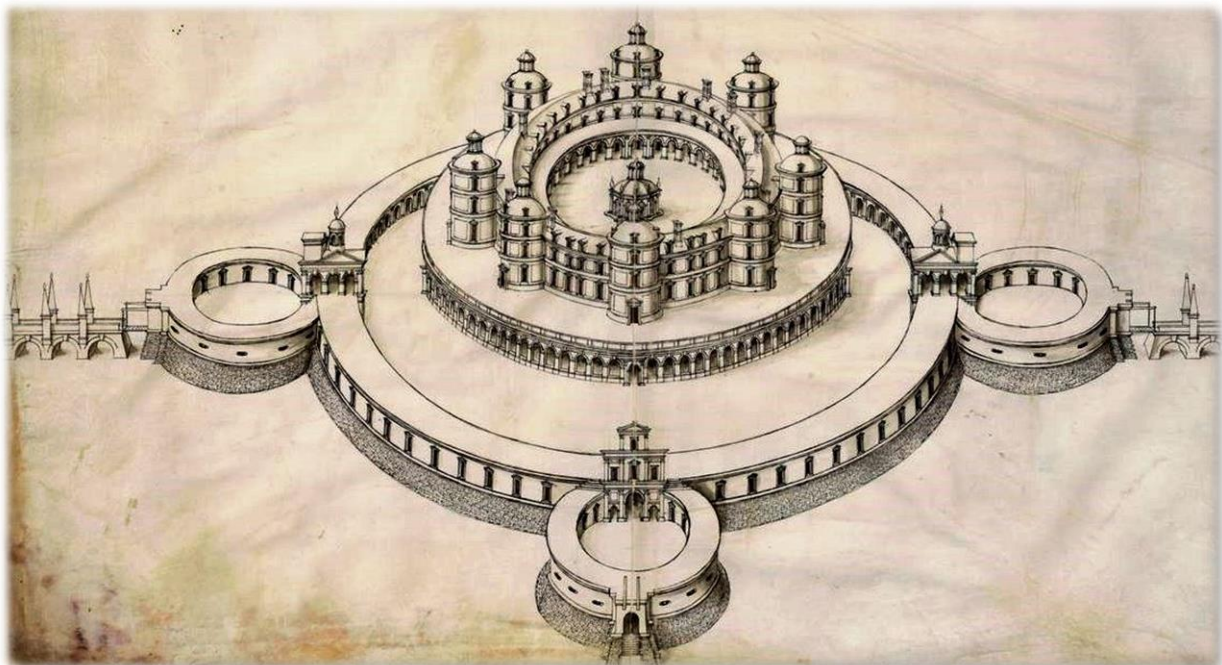
There are many different kinds of strongholds, and many examples in the real world of those strongholds' various architectural stratagems and features. However, remember that medieval castles might be very different in a fantasy world. Why? Because in the real world's medieval times, defenders did not need to contend with flying dragons, earth elementals, burrowing monsters, magical spells (such as earthquake) and invaders using powerful magical items. Historical castles were never built with aerial attacks in mind, outside of the considerations of catapults and trebuchets lobbing things over the walls. So you can use these historical stronghold types for inspiration and Google searches, but again, you don't need to be bound to the strictures of reality! Just find a floor plan or example that looks good to you, and modify it according to your needs.



If you're stuck for realistic inspiration, I recommend rolling 1D100 on the following table to determine the type of stronghold that you should create for your next adventure.

D100 Roll	Stronghold Type	Examples for Your Future Research
01 or 02	Angular Blockhouse / Tower House: A small castle whose overall floor plan is in the shape of the letter L (one major 90-degree turn). The two extremities will have towers.	➤ Culzean Castle, in Ayrshire ➤ Muchalls Castle, in Scotland
03 or 04	Blockhouse / Tower House: A small castle with a square or circular floor plan.	➤ Cromwell's Castle, in Sicily ➤ Henrican Blockhouse, at Mount Edgcumbe
05 or 06	Bridge Castle: A castle built over both sides of a river, guarding the crossing.	➤ Stari Most, in Mostar ➤ Valeggio sul Mincio, in Italy
07 or 08	C-Plan Blockhouse / Tower House: A small castle whose overall floor plan is in the approximate shape of the letter C (two major 90-degree turns). The two extremities will have towers.	➤ Cragston, in Aberdeenshire
09 or 10	Cave Castle (German = Hohlenburg): A castle built into a large natural cavern, with only its foremost exterior facing out toward the surface world. The cave castle is probably elevated, in a cliff face etc.	➤ Kropfenstein, in Switzerland ➤ Marmels Castle, in Switzerland ➤ Stein Castle, in Bavaria
11 or 12	Concentric Castle: A castle (not necessarily with a circular floor plan) with two or more curtain walls, one inside the other.	➤ Beaumaris Castle, in Wales ➤ Caerphilly Castle, in South Wales
13 or 14	Counter-Castle / Siege Castle: A castle built to defend against invaders from another castle, or built as a staging point to attack another castle. Found in tense, centuries-long border situations.	➤ Caernarfon Castle, in Wales ➤ Harlech Castle, in Wales
15 or 16	Crusader Castle: A castle occupied by a knightly order. In game terms,	➤ Kerak Castle, in Jordan

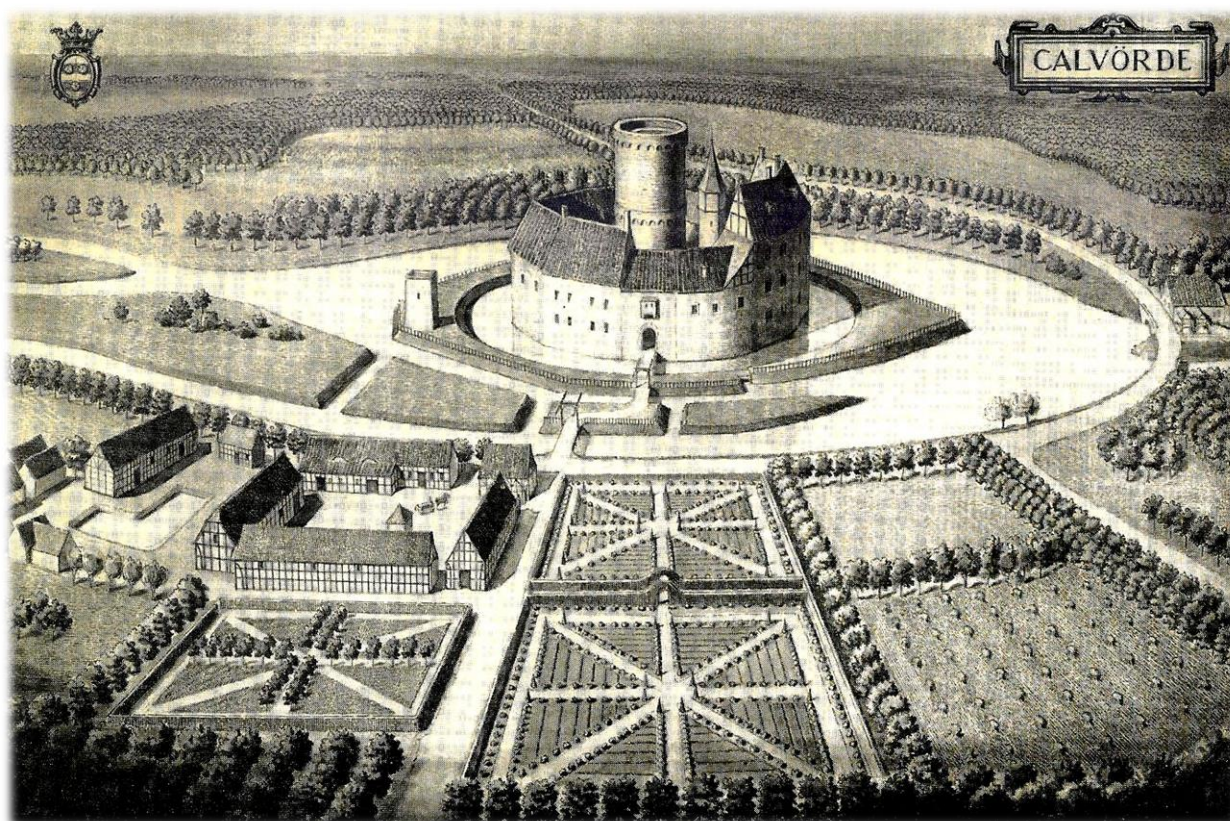
	crusaders are probably of good alignment (possibly paladins) or neutral alignment (cavaliers), not evil.	➤ Krak des Chevaliers, in Syria ➤ Kyrenia Castle, in Cyprus
D100 Roll	Stronghold Type	Examples for Your Future Research
17 or 18	Enclosure Castle: Technically, this is a rather broad and abused term; but the best definition is probably a castle which features several buildings inside its walls, but no single dominant keep. This means that the walls and outer towers are the main areas of defense.	➤ Clitheroe Castle, in England ➤ Kenilworth Castle, in England ➤ Ludlow Castle, in England
19 or 20	Fantastic Castle: A “fantasy” castle, built more as a folly / escape / madman’s sanctuary than as a defensive edifice. A good prototype for the old school trope of the insane wizard’s fortress.	➤ Bishop Castle (modern), in Colorado ➤ Neuschwanstein Castle, in Germany



A Fantastical Palace, with Three Entrances (Conceptual)

D100 Roll	Stronghold Type	Examples for Your Future Research
21 or 22	Fortified Hunting Lodge (German = Jagdschloss): A combination castle / manor house; built as a resort location for a ruler to stay near hunting grounds.	➤ Jagdschloss Gelbensande, in Germany ➤ Jagdschloss Glienicke, in Germany
23 or 24	Fortified Manor House: A locale that was originally built as a manor house, but was fortified by later generations.	➤ Kranzelstein, in Sarntheim ➤ Schloss Hart, in Austria
25 or 26	Grotto Castle (German = Grottenburg): A variant of a Cave Castle, where the natural cavern has been artificially extended to allow more building room.	➤ Predjama Castle, in Slovenia ➤ See Cave Castle entry
27 or 28	Hillside Castle: Simply, a castle built into the side of a hill for defensive purposes. A good design, because it means there are almost certainly subterranean areas.	➤ Ehrenfels Castle, in Germany ➤ Katz Castle, in Germany
29 or 30	Hilltop Castle: Similar to a Hillside Castle, but the castle is built on the highest crown of the hill so that there is no direction where it can be assailed from above.	➤ Hohenzollern Castle, in Germany ➤ Yilankale (Snake Castle), in Turkey
31 or 32	Imperial Castle (German = Reichsburg): A castle built by an emperor, which (in a fantasy world, instead of the real world's Holy Roman Empire) implies that the stronghold is even larger than other kinds of castles. The emperor which built it might have been overthrown centuries ago.	➤ Imperial Castle of Munzenberg, in Germany ➤ Imperial Castle of Nuremberg, in Germany
33 or 34	Island Castle (German = Inselburg): A castle built on an island.	➤ Pfalzgrafenstein Castle, in Germany ➤ Trakai Castle, in Lithuania
35 or 36	Lowland Castle / Plains Castle: A castle built in a plains / flatlands	➤ Caerlaverock Castle, in Scotland

	location. For defense, the castle will usually be bordered on at least one side by a river, and the bridge across the river is probably controlled by the castle's drawbridge. It probably has a moat as well.	➤ Warwick Castle, in England
D100 Roll	Stronghold Type	Examples for Your Future Research
37 or 38	Marsh Castle: A castle built in a swamp or other wetland, which makes it very difficult for armies or siege engines to attack. The castle might also be surrounded by a moat, very easy to create in these environs.	➤ Calvorde Castle, in Saxony-Anhalt ➤ Oebisfelde Castle, in Germany

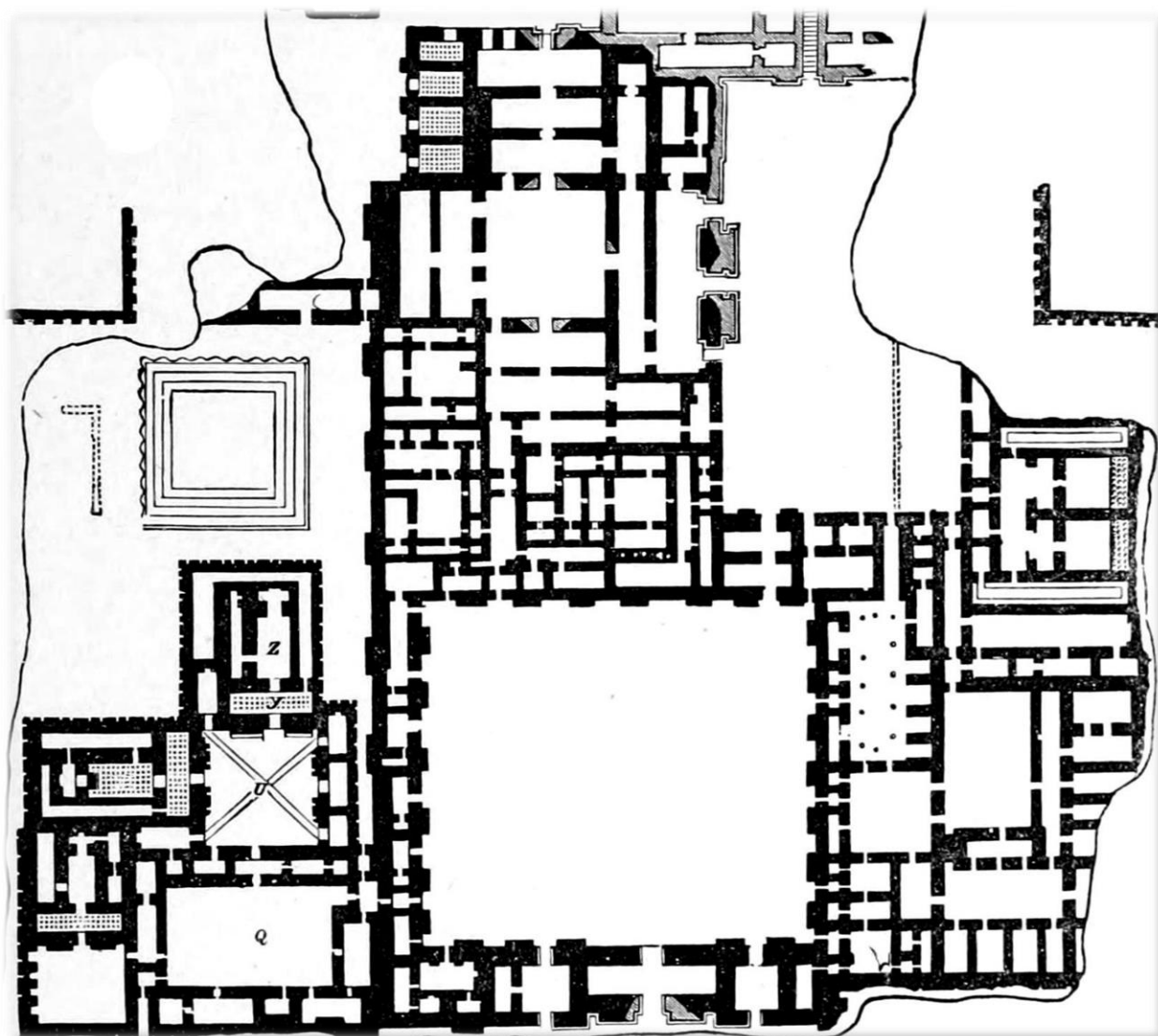


The Marsh Castle at Calvorde

D100 Roll	Stronghold Type	Examples for Your Future Research
39 or 40	Moat House / Moathouse: A small castle with a deep moat as its primary form of defense.	➤ Chiefly Gygaxian
41 to 43	Motte-and-Bailey Castle: The motte is a raised artificial hill which the castle resides on, and the bailey is a courtyard surrounded by the curtain wall. Basically, a hilltop castle upon an artificial hill.	➤ Launceston Castle, in England ➤ Windsor Castle, in England
44 or 45	Palace: A stronghold built less for defense, and more as a luxurious royal residence. Its protection will come mostly in the form of guards, traps, and powerful magic ... and if the palace ever falls, it will make a perfect dungeon setting.	➤ Schwerin Palace, in Germany ➤ Versailles (technically a chateau) in France



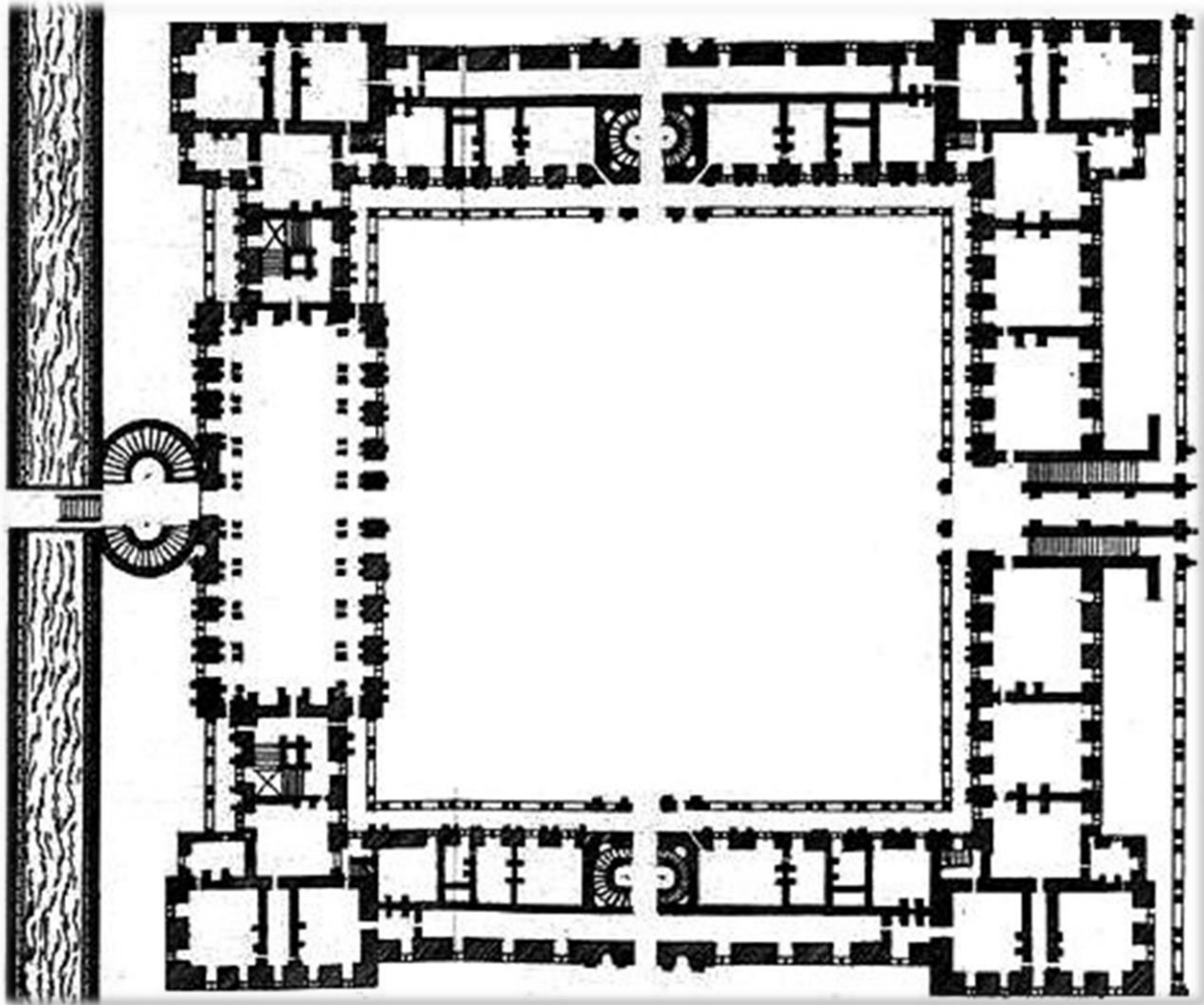
Versailles



Floor Plan for the Palace of Sargon

D100 Roll	Stronghold Type	Examples for Your Future Research
46 or 47	Pleasure Palace (German = Lustschloss): A small palace, built as a ruler's seasonal retreat away from state affairs.	➤ Chateau de Madrid, in France ➤ Schloss Favorite, in Germany
48 or 49	Quadrangular Castle: A square or rectangular castle, where the	➤ Bodiam Castle, in England ➤ Bolton Castle, in England

buildings are part of the outside walls and as a result there is no singular keep.

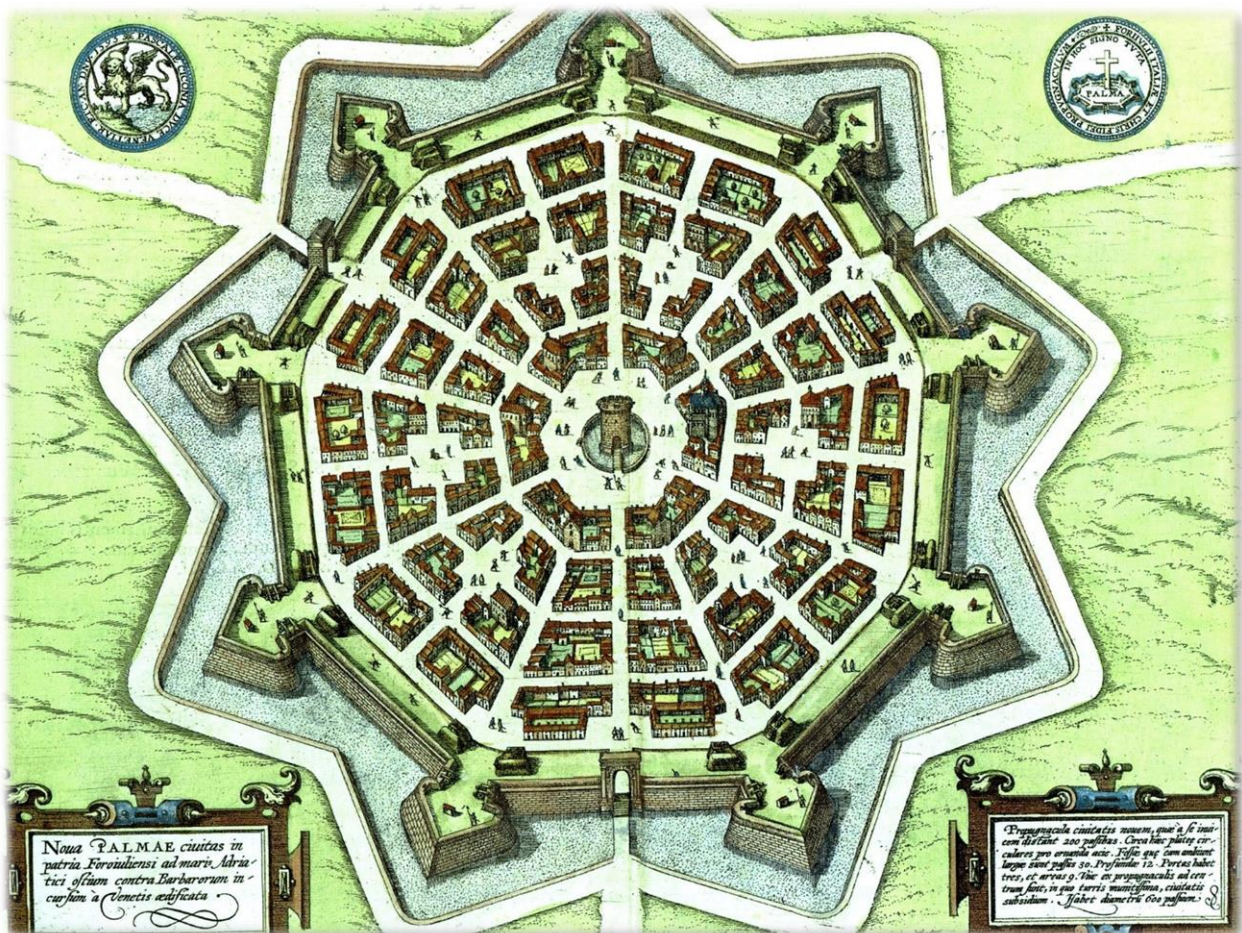


Quadrangular Castle Floor Plan

D100 Roll	Stronghold Type	Examples for Your Future Research
50 or 51	Refuge Castle (German = Fliehbürg, Volksburg): A crude defensive fortification which is built as a temporary retreat for villagers or townsmen in times of war. Very	➤ Eresburg Fortress, in Germany ➤ Raddusch Fort, in Germany

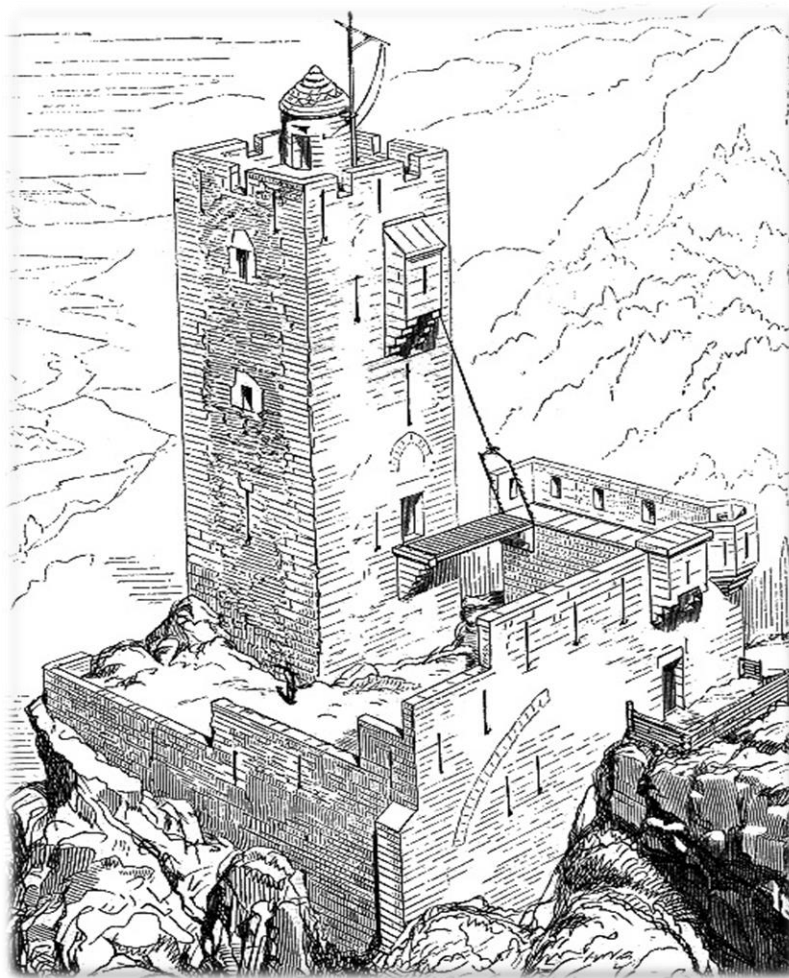
	unglamorous, but there could well be a subterranean dungeon underneath. Also called “Giant Castle” (Hunenbourg) because people believed they were built by giants, which in a fantasy world they could be.	
D100 Roll	Stronghold Type	Examples for Your Future Research
52 or 53	Ridge Castle: A castle built atop a ridge. Similar to a hilltop castle, but the castle is not built on a single isolated hill; it is built on a narrow height in a hill range or mountain range.	➤ Beckov Castle, in Slovakia ➤ Burghausen Castle, in Germany
54 or 55	Ringwork Castle: A castle with a courtyard and a single circular or oval curtain wall	➤ Andone Castrum, in France ➤ Pennard Castle, in Wales
56 to 58	Rock Castle (German = Felsenburg): A castle which uses natural rock outcroppings as part of its defensive structure.	➤ Castle of Mussomeli, in Sicily ➤ Spangenburg Castle, in Germany
59 or 60	Shared Ancestral Castle (German = Ganerbenburg): A castle distinguished not by its structure but by its circumstances: it is home to more than one clan / family / ancestral bloodline. This creates interesting opportunities for role-play and adventure (for example, a castle which is half controlled and half haunted).	➤ Altenstein, in Franconia ➤ Eltz Castle, in Germany
61 or 62	Shell Keep: A slightly more advanced motte-and-bailey design, with a stone wall around the	➤ The Round Tower, at Windsor Castle

	circumference of the motte (artificial hill), instead of a wooden wall.	
D100 Roll	Stronghold Type	Examples for Your Future Research
63 or 64	Sovereign Castle (German = Landesburg): A castle built by a lord (duke, marquis, count, etc.) to rule and control his territory.	➤ Electoral Cologne's Landesburg at Linn, in Germany ➤ Landesburg of Angermund, in Germany
65 or 66	Spur Castle: Similar to a rock castle, using the rock spur of a hilltop as part of its defense works.	➤ The Citadel of Salah Ed-Din, in Syria ➤ Montfort Castle, in Israel



A Combination Star Fort / Urban Castle

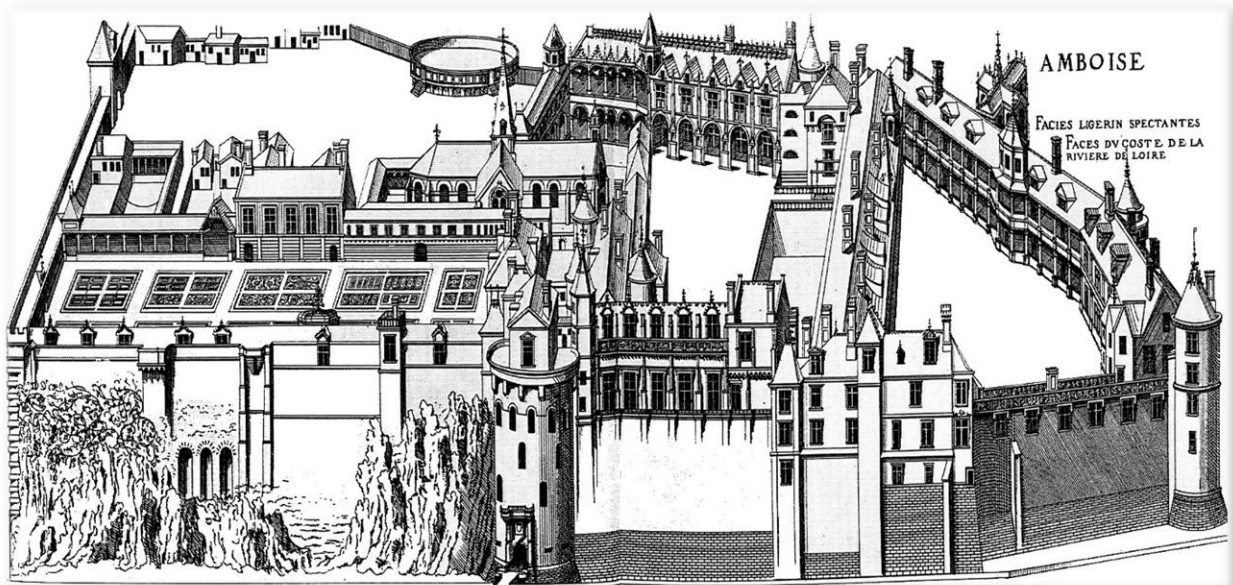
67 or 68	Star Fort: An advanced form of angularly-walled fortification, giving artillery or archers (or spell casters!) maximum fields of fire against invaders. First appeared in the 1400s and refined in later centuries. These fortresses make for beautiful maps that are challenging to create.	➤ The City of Palmanova, Italy ➤ Fort Bourtange, in the Netherlands
D100 Roll	Stronghold Type	Examples for Your Future Research
69 or 70	Stockade: A crude wooden fort, with a wooden palisade wall and wooden structures. Typically square or rectangular.	➤ Most frontier forts in America
71 or 72	T-Plan Blockhouse / Tower House: A small castle whose overall floor plan is in the approximate shape of the letter T. There will likely be one or two towers at the extremities.	➤ Various examples in Scotland and elsewhere; frequently conflated with manor houses
73 or 74	Toll Castle (German = Zollburg): A castle built specifically to defend an important trade route (such as a mountain pass), and demanding payment from all passersby.	➤ Maus Castle, in Germany ➤ Stahlech Castle, in Bacharach
75 to 77	Tower Castle: A small castle that has a single tower (instead of a keep and multiple towers along the wall).	➤ Various examples in England and Germany, often conflated with manor houses



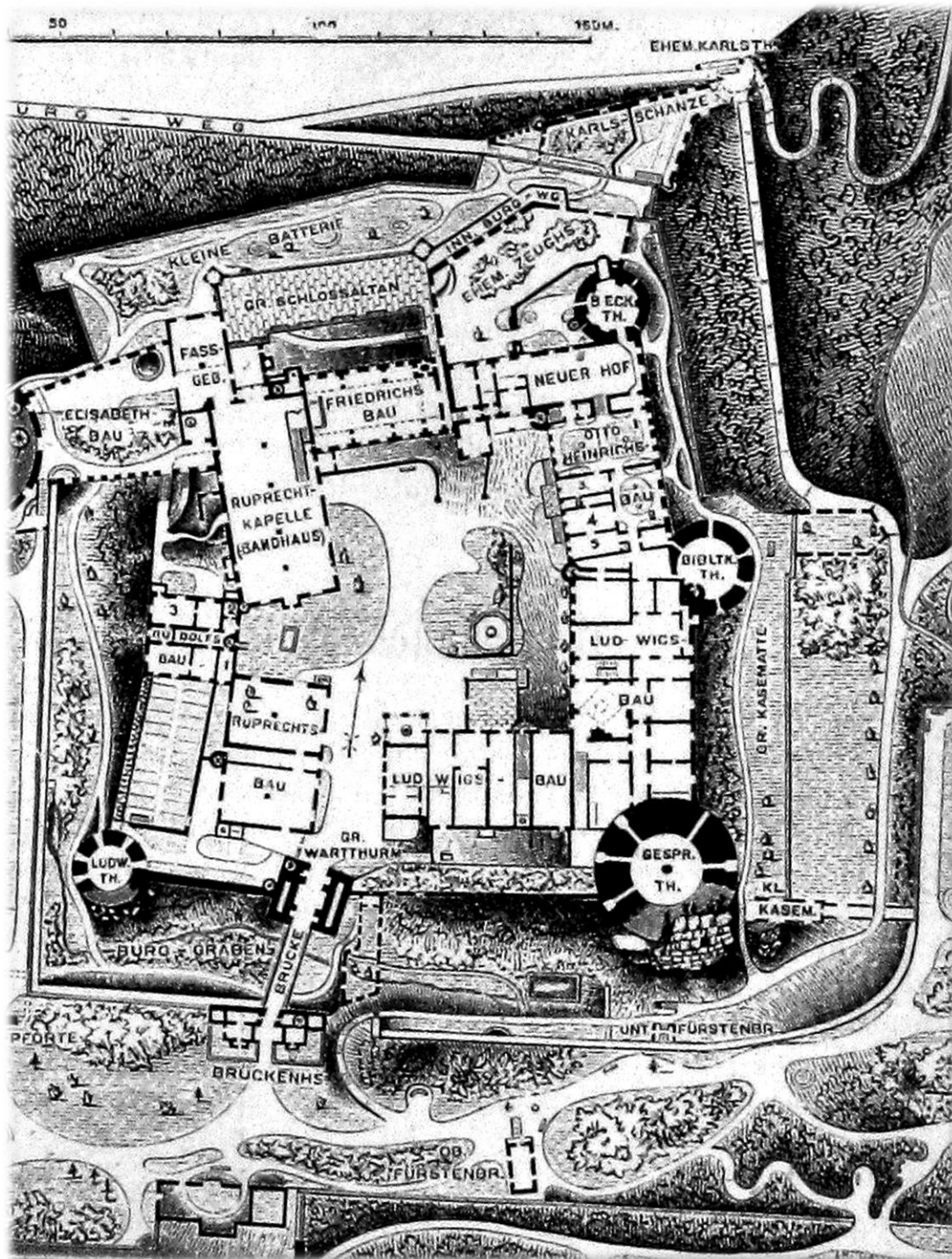
A Simple Tower Castle

D100 Roll	Stronghold Type	Examples for Your Future Research
78 to 80	Tower House: A small castle which is basically a combination of a tower and living areas. Technically, a combination blockhouse / manor house. Not as fancy inside as one might think ... but magic can do pretty amazing things, yes?	• The Tower of Hallbar, in Scotland • Vao Tower House, in Estonia

81 to 83	Underworld Castle: A fantasy type of castle, in which there is an immense castle built entirely underground.	➤ Castle of the Queen of Hearts, in <i>Alice's Adventures in Wonderland</i> ➤ Gygaxian, in the land of the dark elves ➤ Palace of Hades, in Greek Mythology
84 to 86	Urban Castle (German = Stadtburg): A castle which is situated in a city, or is large enough to encompass an entire village. In game terms, this could also be a ruined castle surrounded by what remains of a ruined city.	➤ Andernach, in Germany ➤ The Gozzoburg, in Lower Austria

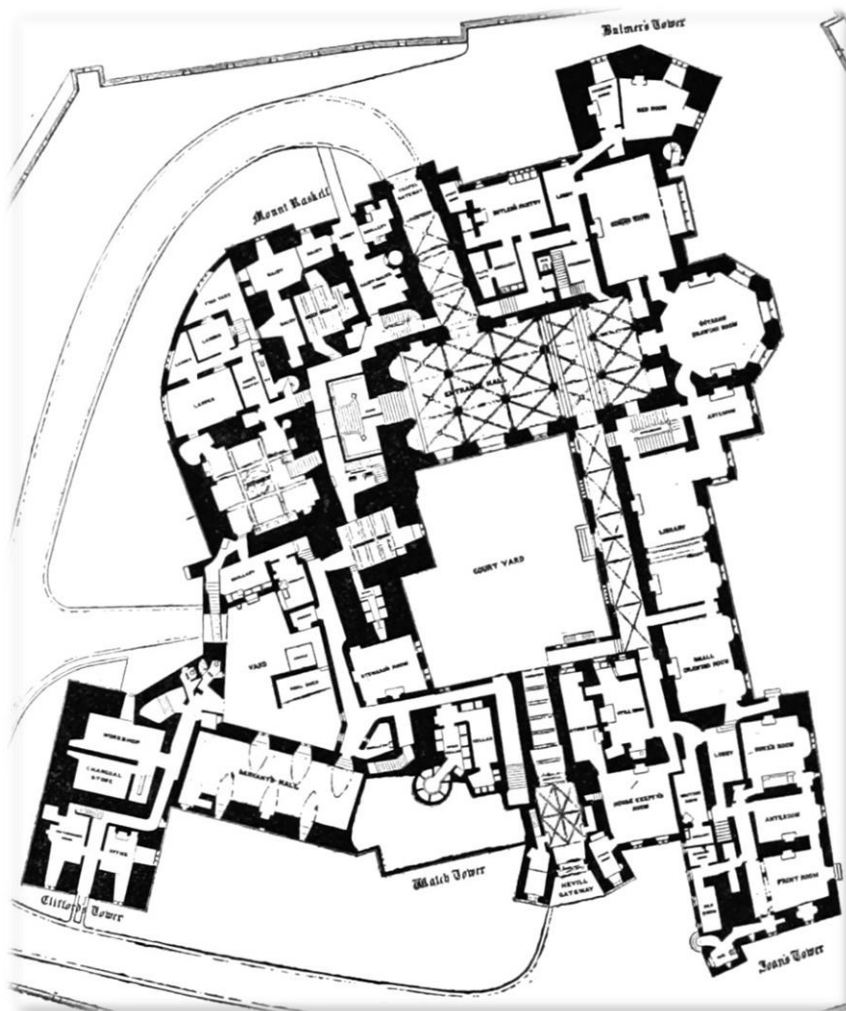


The Urban Castle at Ambois



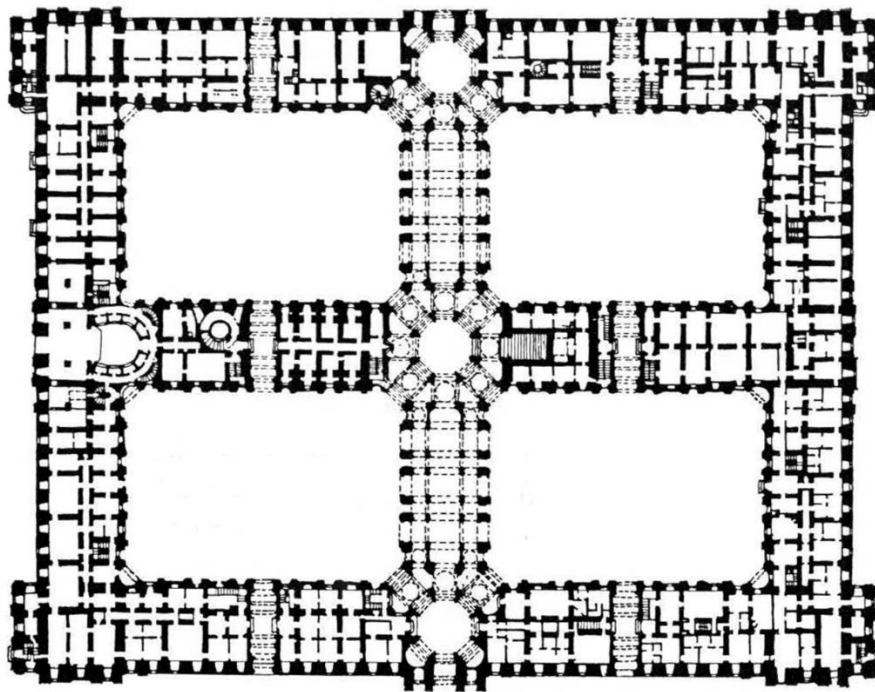
Complex Floor Plan of Heidelberg (Urban) Castle

D100 Roll	Stronghold Type	Examples for Your Future Research
87 to 89	Water Castle: A castle that is entirely surrounded by moats; a large Moathouse. A variant is a seaside castle, with only a single narrow walkway leading out to the sea- or bay-surrounded castle.	➤ Egeskov Castle, in Denmark ➤ Inzlingen Castle, in Germany ➤ Methoni Castle, Greece (variant)

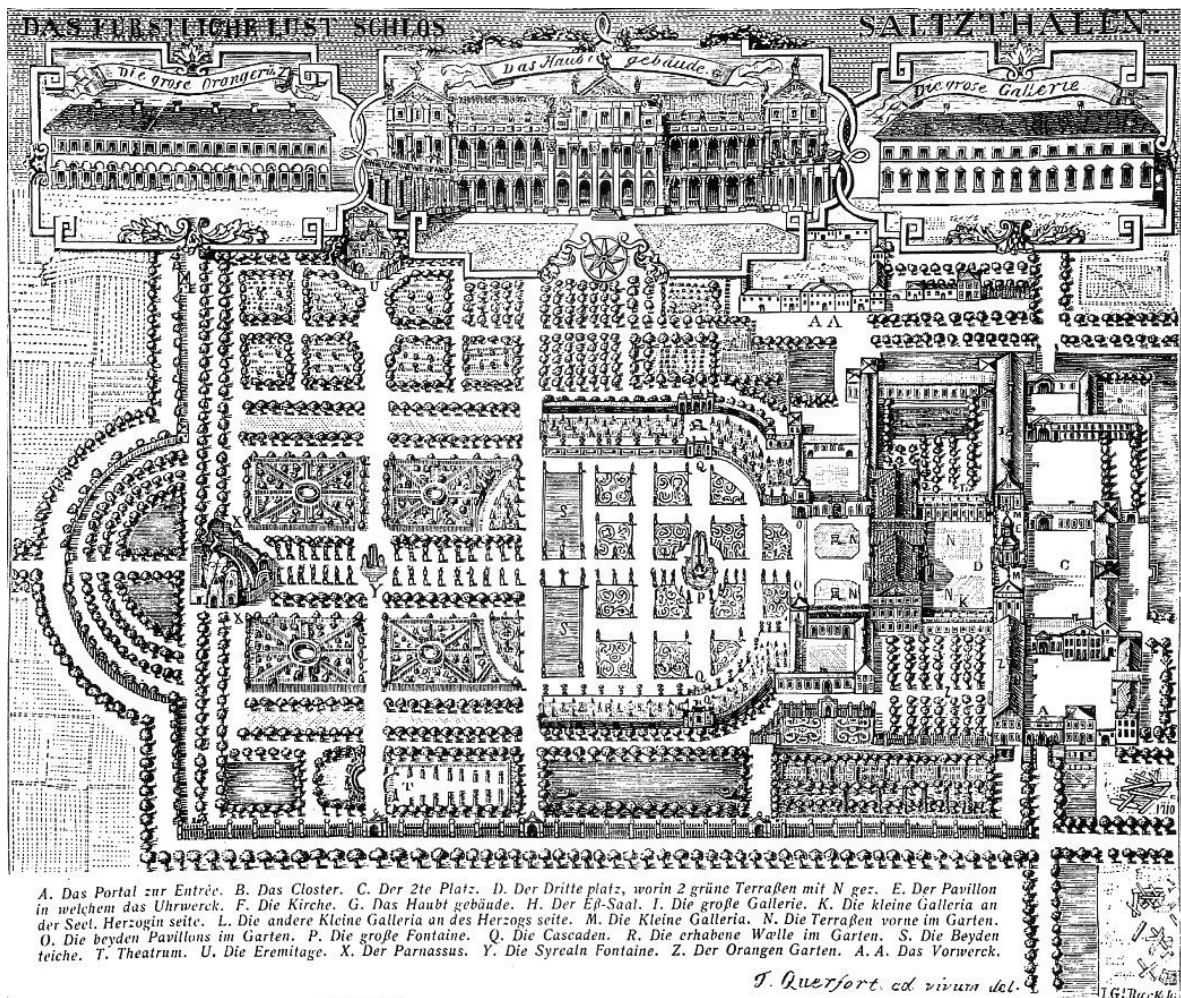


Floor Plan of the Water Castle at Raby

D100 Roll	Stronghold Type	Examples for Your Future Research
90 to 92	Wooden Fortress (Russian = Ostrog): A small castle, or steading, made entirely of heavy wood. Somewhat similar to a Stockade, but much more established.	➤ Gygaxian hill giant structures ➤ The Tower of Ilimsky, in Irkutsk ➤ The Tower of Yakutsky, in Siberia
93 to 95	Zigzag Blockhouse / Tower House: A small castle whose overall floor plan is in the approximate shape of the letter Z (two major 90-degree turns). The two extremities will have towers.	➤ Glenbuchat Castle, in Aberdeenshire ➤ Hatton Castle, in Scotland
96 to 00	Roll Twice (rerolling combined architectural results which do not work together)	



An Immense Double-Concept Ancestral Castle/Palace



The Impressive Palace Grounds of Schloss Sazdahum

III - 9

ARRANGEMENT OF ROOMS IN A TEMPLE

This is one of the most difficult sections in this book for me to write, because the conception of FRPG temples is based more on fantasy dungeons than it is on real world temples and other sacred buildings. For that reason, I need to bring forth some themes concerning ancient, classical and pagan temples while downplaying modern structures.

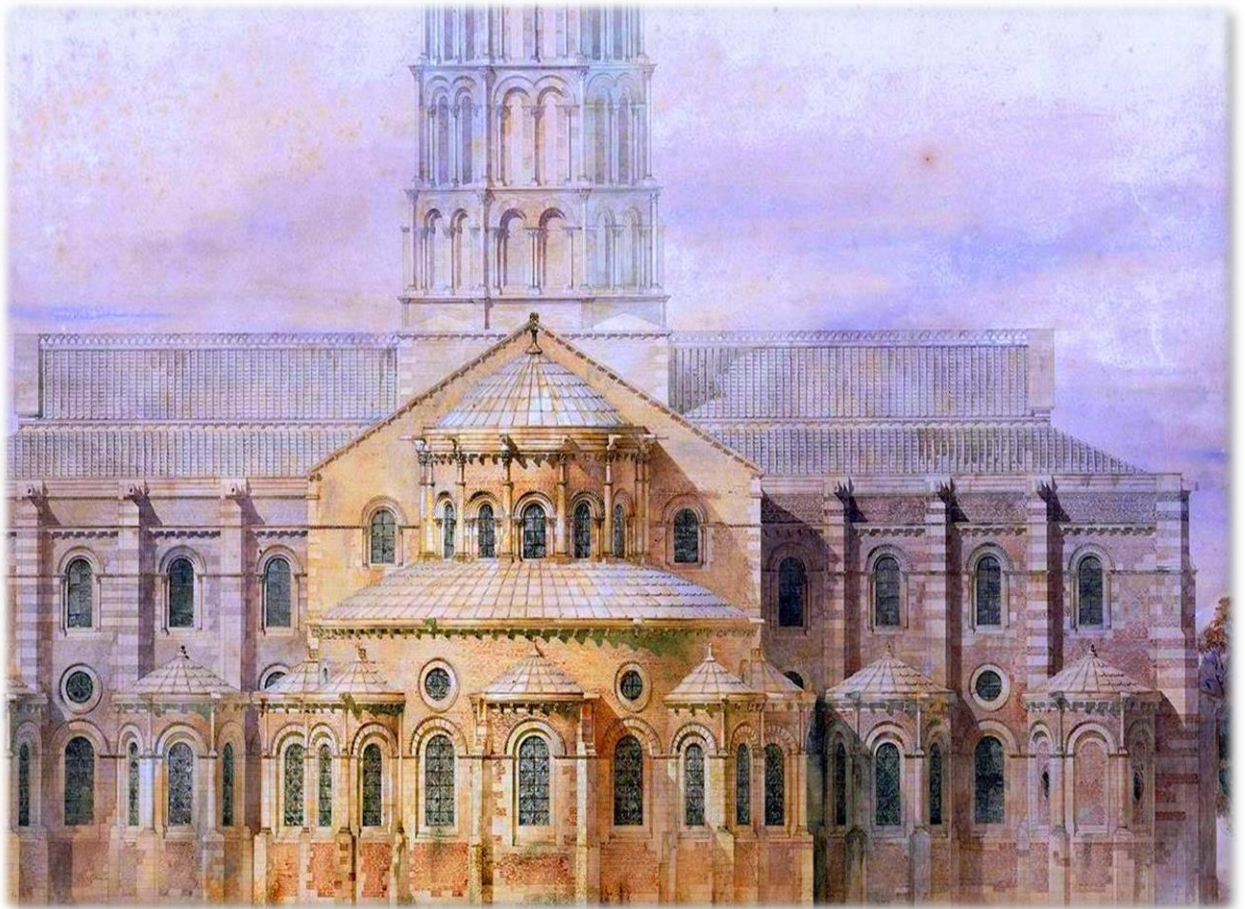
I also need to broaden the definition of “temple” to also include elements from some other types of reverent buildings: cathedrals, churches, monasteries, abbeys, nunneries, priories, and — I kid you not — epic bathhouses, a forgotten-yet-amazing favorite of the ostentatious Roman Emperors.

There is no real way for me to turn this conglomeration of different structures into a single cohesive narrative involving room flow. But I can tell you that very abstractly, sacred buildings tend to have several shared elements of room-to-room procedure and design.

There is usually an entryway which is elaborate and impressive, while also serving to siphon worshippers into a narrow conduit which controls their (in)ability to reach private areas in the pagan temple. This is because the temple space is shared by two very different populations: [1] the priests, who might indeed live there, and who are of a higher social caste that rarely humors frequent disturbances induced by lesser folk; and, [2] the worshippers, who don’t live there, visit all the time, tend to be of lower caste, and who don’t stop to think that the “house of the god” might also be somebody’s home and place of business. I realize that this is a rather jaded way of looking at things, but it is beneficial for us to consider the truth: A pagan and / or medieval-themed temple is a vast shared space that belongs to two very different populations, who typically only meet in large areas that are relatively close to the holy / unholy altar.

Areas open to the worshippers in such a design would include the entry; the main temple; rooms of worship, singing, prayer, and sacrifice; and galleries filled with story-enhancing relics, light, views, mosaics, frescoes and / or statuary. Areas open only to the priests would include treasuries, bedchambers, meditation rooms, summoning rooms, bell towers (if any), divination pools, vestment and ceremonial storerooms, temple servant quarters, and the sanctum sanctorum (holy of holies).

Most “realistic” temple floor plans that I’ve seen in FRPGs over the decades tend to be modeled after Christian cathedrals ... probably because the architecture is immense, stunning and serves as a “common language” to the church-informed imaginations of Americans and Europeans. The temples that I most recommend for GM research purposes, however, are Egyptian (very much so) and Roman (less so). (You might think Greek as well, but massive Greek structures such as the Parthenon were actually open-aired, simple and accessible to all ... very admirable, but not very useful in terms of labyrinthine FRPG dungeon design.)



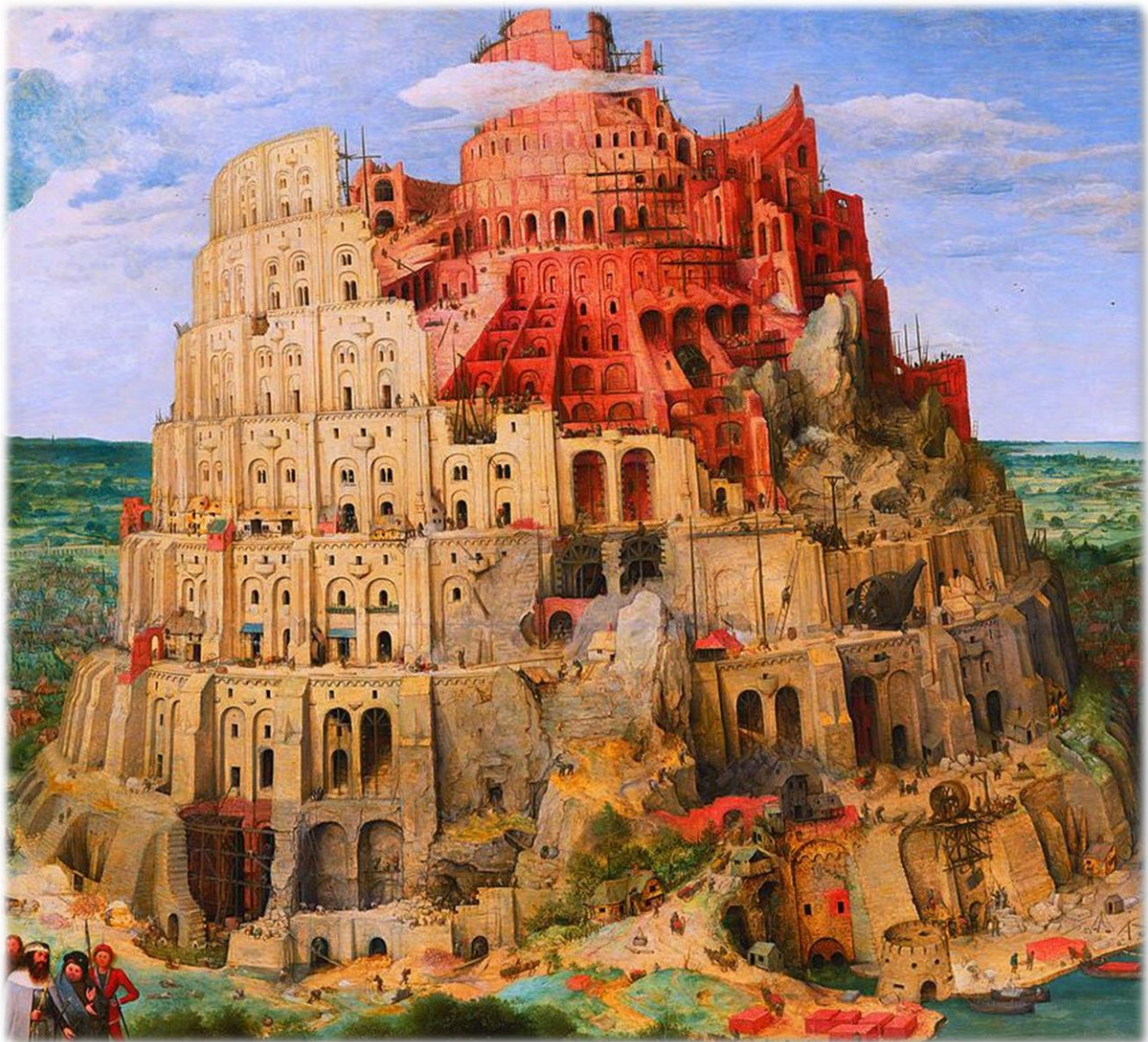
III - 10

TYPES OF TEMPLES

There are more different temple types than there are religions, so it is impossible to be comprehensive here. But I can go over the cultures which are most popularly used in dungeon modules, old school pulp fantasy, and classic campaigns to give you some general ideas.

Babylonian / Mesopotamian: The major temples were ziggurats, which were elaborate step pyramids. In real life, ziggurats are ominous yet disappointing structures

with no major shrines to speak of. As far as we can tell, rituals and ceremonies were held on the summit so that the priests and worshippers could be as close to the (sky) deities as possible. In an FRPG, of course, the ziggurat will probably be a massive hollow structure that is entered through the top, with dungeon level 1 being small (toward the summit) and deeper dungeon levels becoming successively larger until the floor plans are found underground beneath the structure.



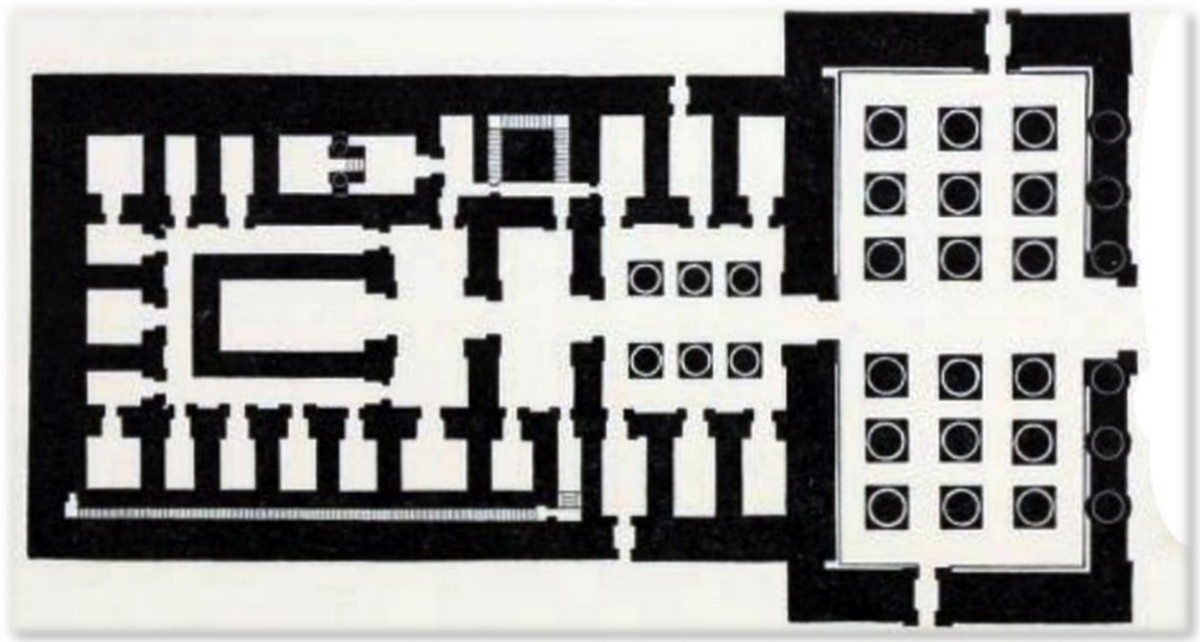
Celtic: Despite the amazing surface circles of standing stones, in regards to interior temples of the Celts we unfortunately know very little because so little has survived.

There is a sub-theme which is now termed the Romano-Celtic temple; these were structures built by the Romans in reverence to Celtic deities in the farther provinces. My favorite example is the Temple of Nodens which is barely preserved at Lydney Park, because much of foundation has survived and we can discern the temple outline. These temples were relatively simple and small affairs, although of course an enterprising GM can solve this by tying the Celtic temple directly to the Celtic netherworld. That's where your dungeons will be.

Central American / Aztec / Mayan: The majestic Aztec temples were call "Teocalli," or "Houses of the Gods." They tend to be massive step pyramids, and unlike ziggurats many of them have internal chambers of prayer, sacrifice, and subterranean access. Mayan pyramids tend to be steep, with celestial themes and engravings. For such temples you can use the "ziggurat approach" to dungeon design, as I mentioned in the Babylonian section above. It's also likely that Mayan temples existed in cave systems as well, which can serve as further inspiration.

Egyptian: Egyptian temple floor plans are very useful, because they're monolithic, pagan, relatively rectangular with few curved surfaces (good for transitioning to graph paper), and many are still in existence. This means that we can find information on their plans online and their surveyed sites in accessible books.

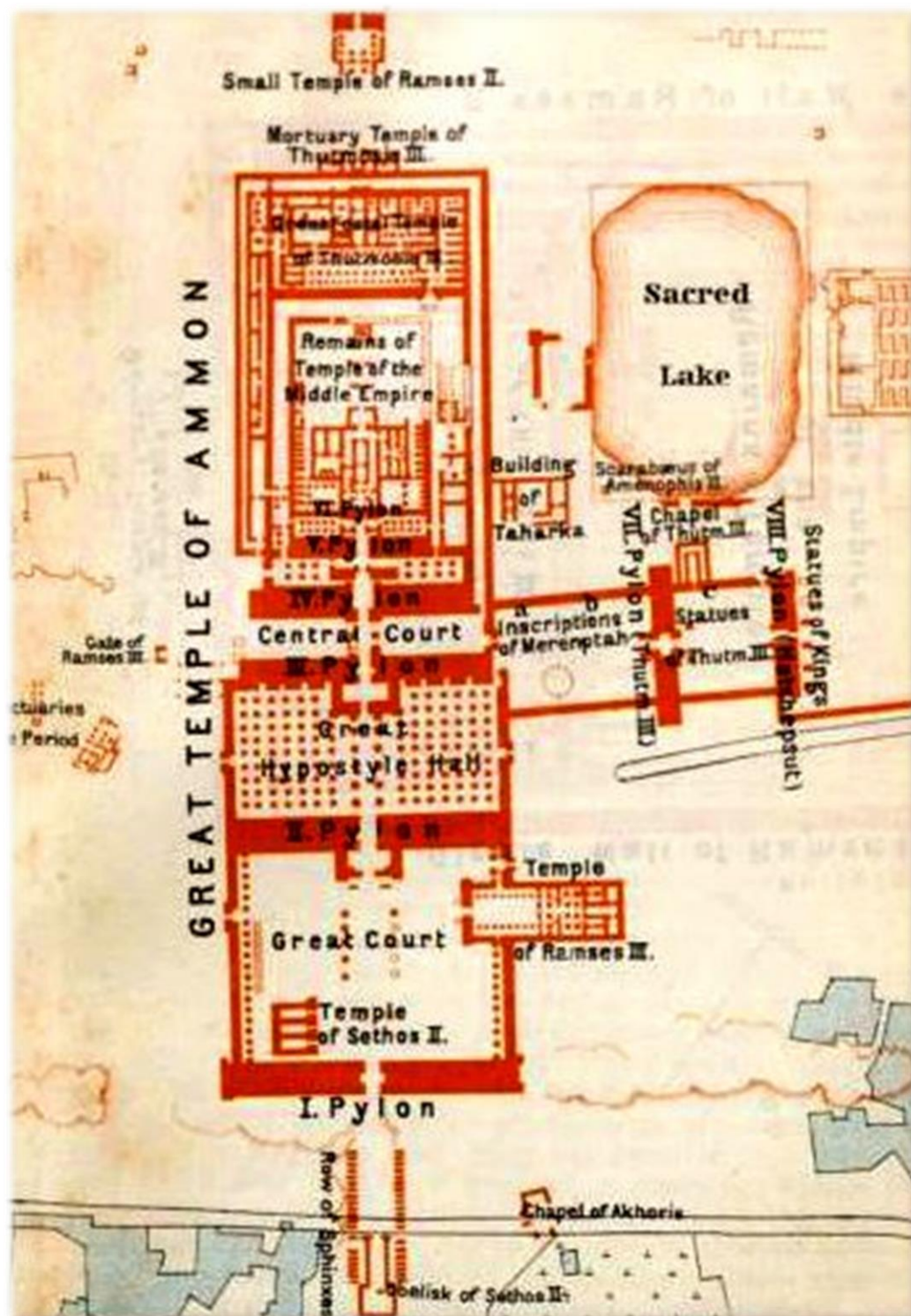
See for example the Temple of Hathor, with the plan appearing on the following page. You can see that this interesting design is built for processions, and that the entryway leads directly — through a succession of pillared halls — into the central shrine. All of the priests' rooms, ceremonial chambers, storerooms, stairs, and guard rooms form a periphery around this central in-and-out conduit. This can be an interesting floor plan to emulate in a game, where your players are expecting the "big bad" to be hidden away in a deep and secret corner ... but the truth (and dangerous circumstances) are something quite different from what they will be anticipating.



The Simple, Yet Elegant, Temple of Hathor

A more detailed example is the temple of Ammon (Amun Re) at Karnak. This is one of the largest ancient temple structures in existence, and it holds many features which can be inspiring to a dungeon designer. I will give you a whirlwind tour of the highlights here. The temple was apparently designed as a sacred microcosm, emulating all that was good in the Egyptian world. The ceilings depicted the sky, sacred waters reflected the architecture, and the columns were designed to look like immense palms, lotus flowers, and papyrus stalks. The outlying areas along the Nile were deliberately designed to flood, further underlining the crucial theme of reverence for water, plants, creation, life, endurance, and divine being.

The front courtyard featured a massive obelisk, and a walkway between columns and pylons. The inner Great Court (see plan hereafter) led into the Great Hypostyle Hall, but also featured lesser temples devoted to Ramses and Sethos. The Great Hypostyle Hall has 134 colossal columns made of sandstone. It featured clerestory lighting, which means that daylight was allowed to filter down from high above so that not all of the illumination would be artificial.



Beyond the Great Hall was the Central Court, a major thoroughfare between temple grounds. Deeper into the structure were mortuary temples. Priests' rooms, side halls, storerooms, and many ceremonial chambers.

If you are thinking of designing a mega-temple, this one will give you a good idea of how to structure your ideas. You could also of course include a huge funerary netherworld beneath the temple too.

Greek: Greek temples are gorgeous, but they don't make for very good dungeon settings. This is because they were open, simple, and designed for maximum access. Good for worshippers, but bad for dramatic adventures and exploration!

You can find some good (yet disappointing) floor plans of Greek temples online if you need them. The major elements of such a temple include the Stereobate (the stone substructure the temple is built on), Stylobate (entrance floor), Peristyle (column perimeter), Pronaos (the "front porch"), Cella (main temple room) and Opisthodomos ("back porch"). And that's pretty much it: one room and two half-open rooms, surrounded by columns.

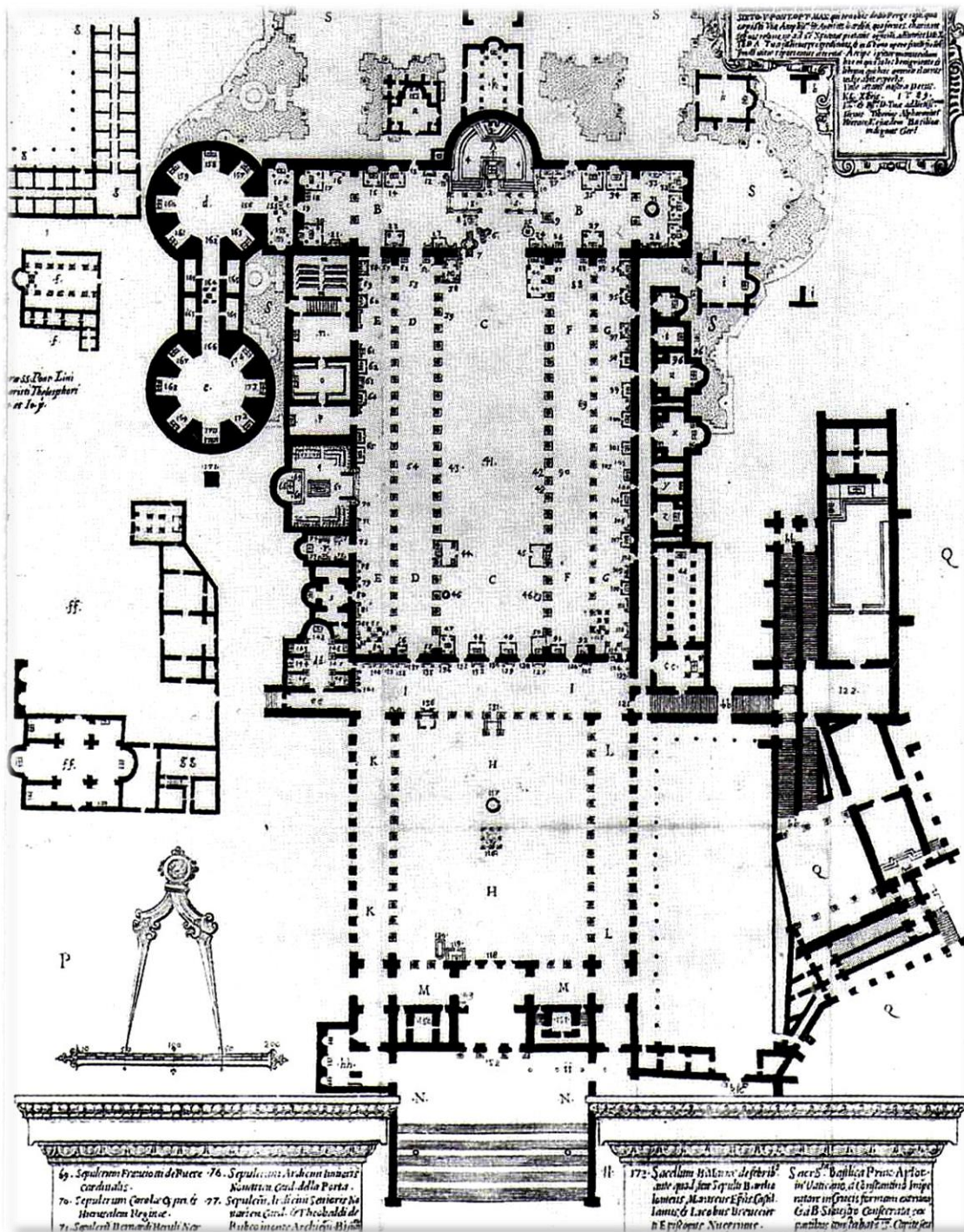
Norse: Norse temples range from crude caves, to mountaintop vistas, to the beautiful wooden stave churches at sites like Heddal. They have very few rooms, but they do have dramatic architecture, soaring ceilings, fantastic decorations and interesting grounds. If you choose to make a Norse-themed temple, I would recommend that you have most of the "interesting bits" underground, and the traditional spaces up top for atmosphere. Do an image search for "Heddal stave church" if you want to see what one of these fascinating structures looks like.

Roman: Second only to the Egyptians, the Romans are a great source of inspiration for temple dungeon design. This is because the Romans had a culture of monumental architecture, which was mostly falling into ruins in medieval times ... and regarded with superstitious fascination. Most of the dungeons in my Castle Oldskull campaign (featuring a magical medieval version of Earth) are found under Roman ruins.

However, I should warn you that the Romans by Imperial times were a rather civic yet cynical people. Unlike the Egyptians who lived for the gods, and who looked to the afterlife as the true life beyond mortal existence, the Romans were more interested in business, warfare, ceremony and the finer points of civilized life. So while they could build beautiful temples (and later churches), they were also obsessed with grandiose structures for government, rulers, games and gladiatorial matches, entertainment (amphitheaters) and public discourse. This means that the best Roman floor plans you will find are not for temples, really; they are for bathhouses, palaces, and marketplace quarters.

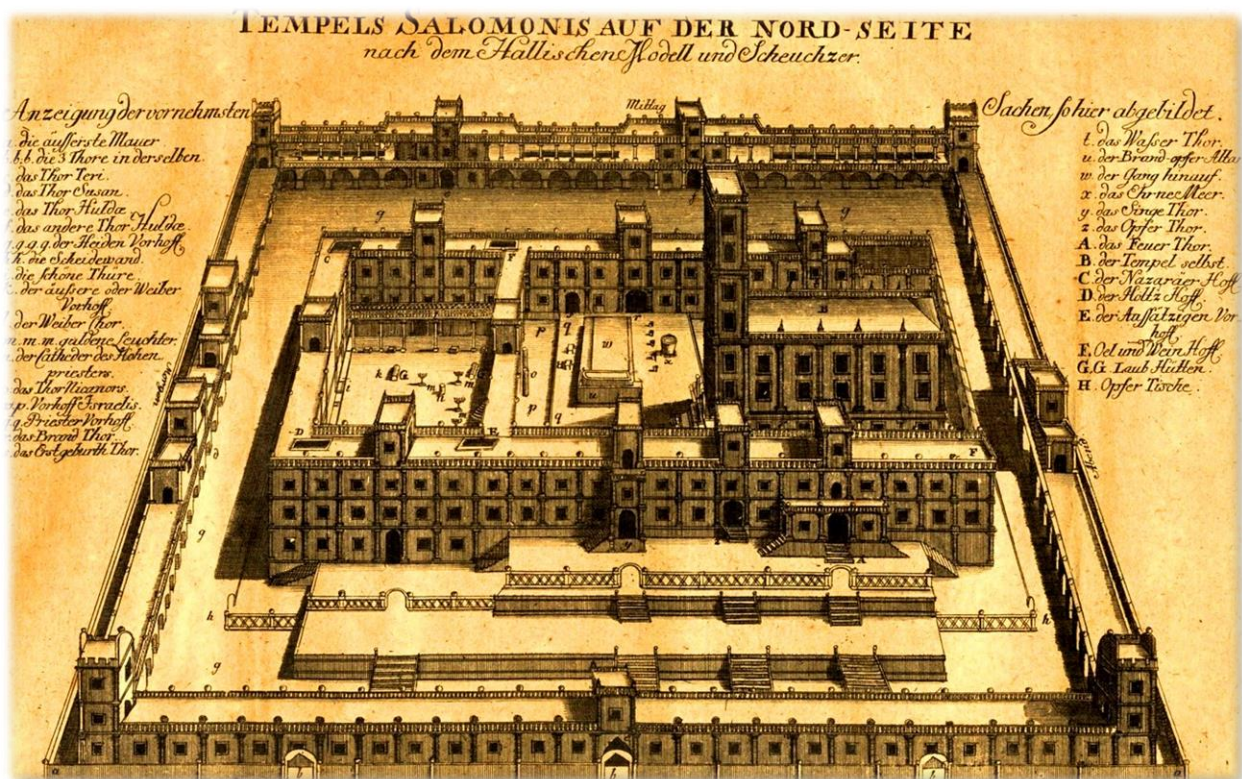
I heartily recommend stealing all of the Roman floor plans that you can find and using them as temples in your game. (I've tried using bathhouses and senate buildings in my own campaign, but the players just have too much trouble equating such spaces with adventure and taking them seriously. Whatever cultural imagination of legends and fairytales we collectively share within our minds, it's far more firmly rooted in castles and tombs than it is in saunas and senate chambers!)

I have included a fair number of Roman rooms in the Lexicon in this volume, particularly types of baths and treasure chambers and so forth. People tend to forget that in ancient times, health was power. A simple sword cut could become infected and lead to horrible death long after the battle was over. Entire civilizations were wiped out by plague, parasites, contact with foreign peoples (with different immunities) and unknown illnesses. The Romans' ability to keep their people clean (baths) and well fed (granaries) with lots of healthy drinking water (aqueducts) and efficient cloacas (sewers) meant everything: Rome was unconquerable because its people lived longer, stronger, and healthier, and instead of struggling for day-to-day survival they were free to write, create art, develop law, share ideas, and to wage war on disorganized neighboring tribes with ruthless efficiency. But despite all of this, today's FRPG players just don't appreciate this magnificent culture for what it was. They want ruins, caves, castles, temples, and tombs, all filled with monsters and with little care about the ways of the world, and that's actually fine. It is a game. But that's all my long-winded way of reminding you: if your players are like mine, don't try to emulate Rome itself when you're digging for floor plans; take the floor plans that you find and repurpose them, fitting them into the existing tropes of the fantasy game for maximum effect.

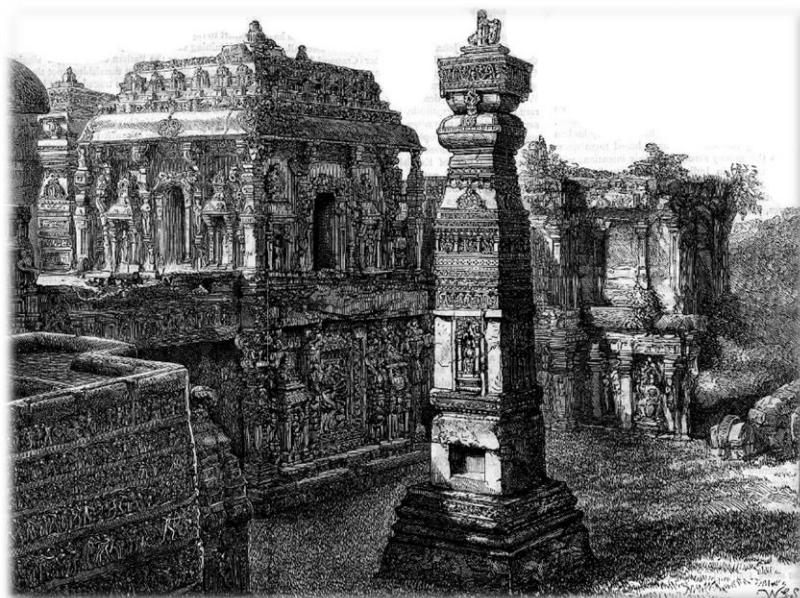


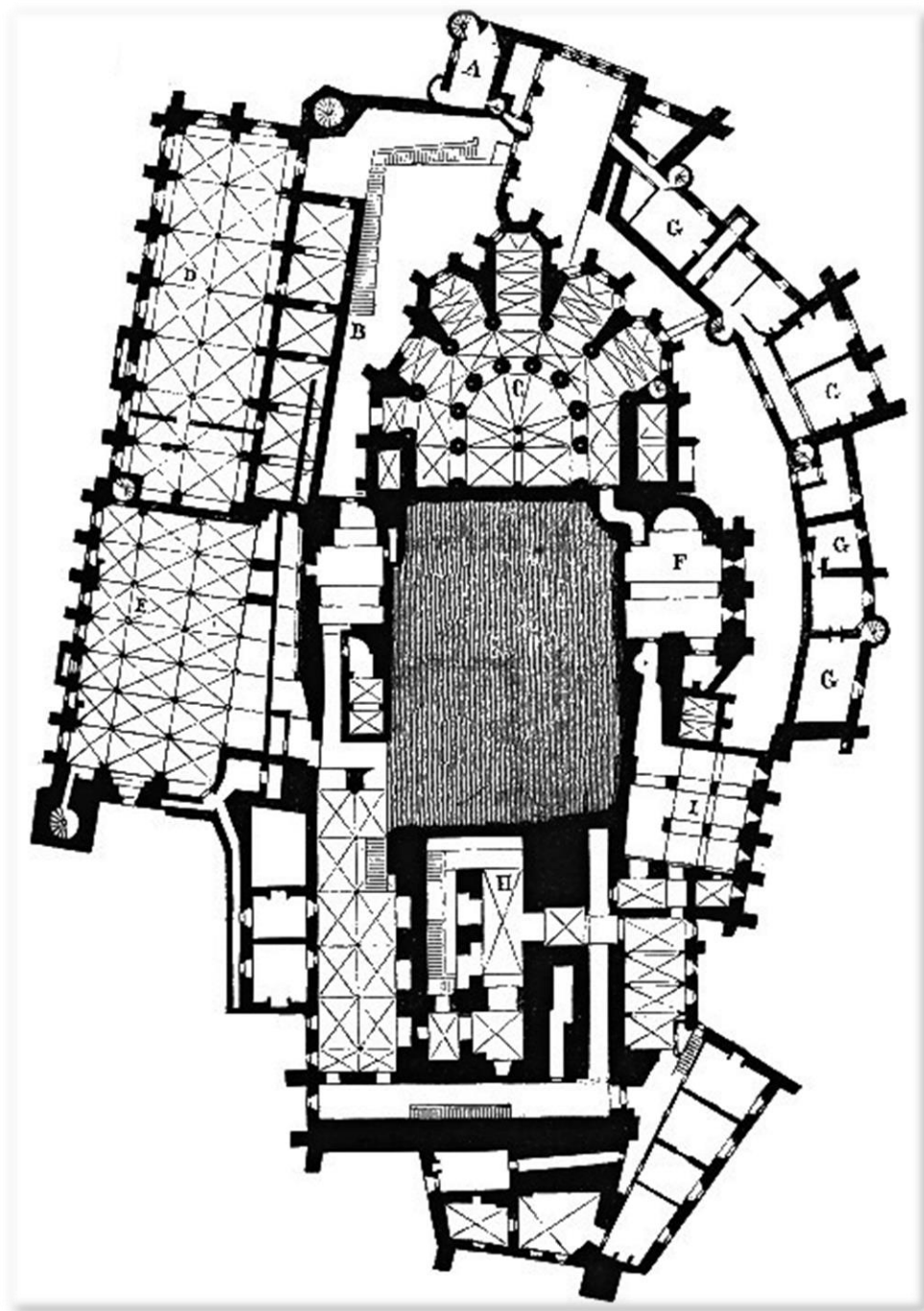
Massive (Roman) Bath Houses and Other Monumental Works

Make for Excellent Temple Floor Plans

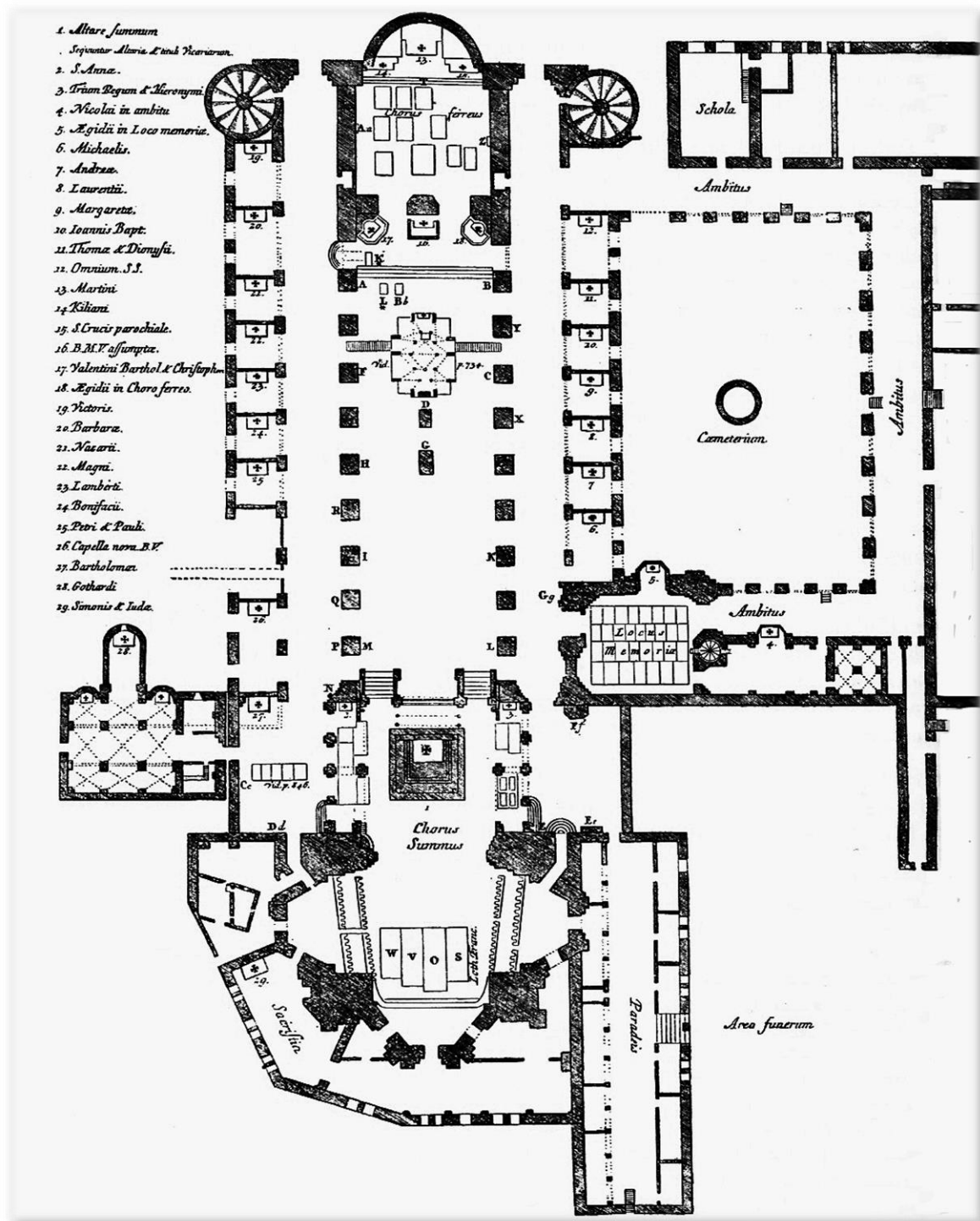


Imaginative "Rebuild" of the (Phoenician-Inspired?) Temple of Solomon

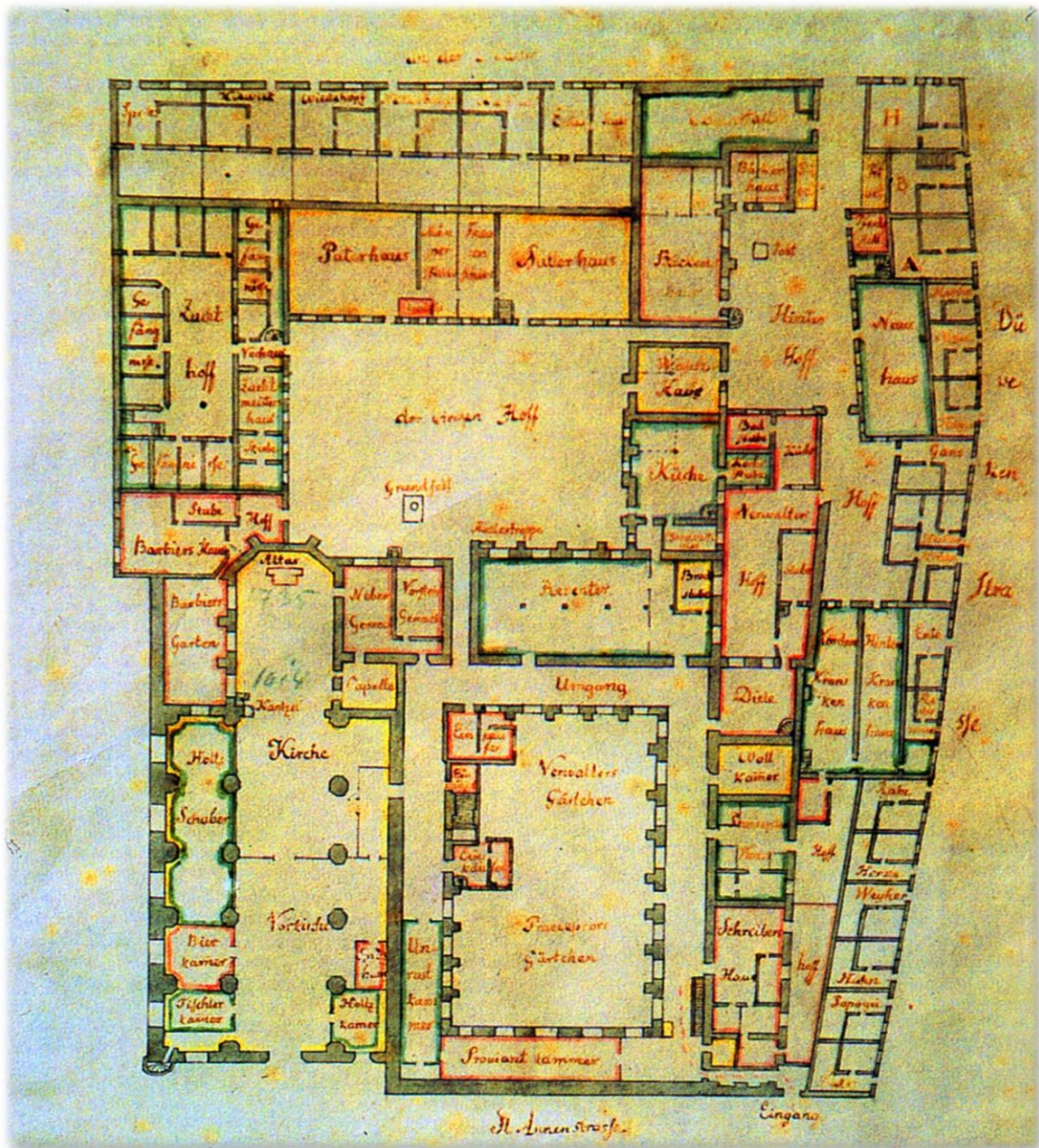




"Temple" Floor Plan, Mont Saint Michel Abbey

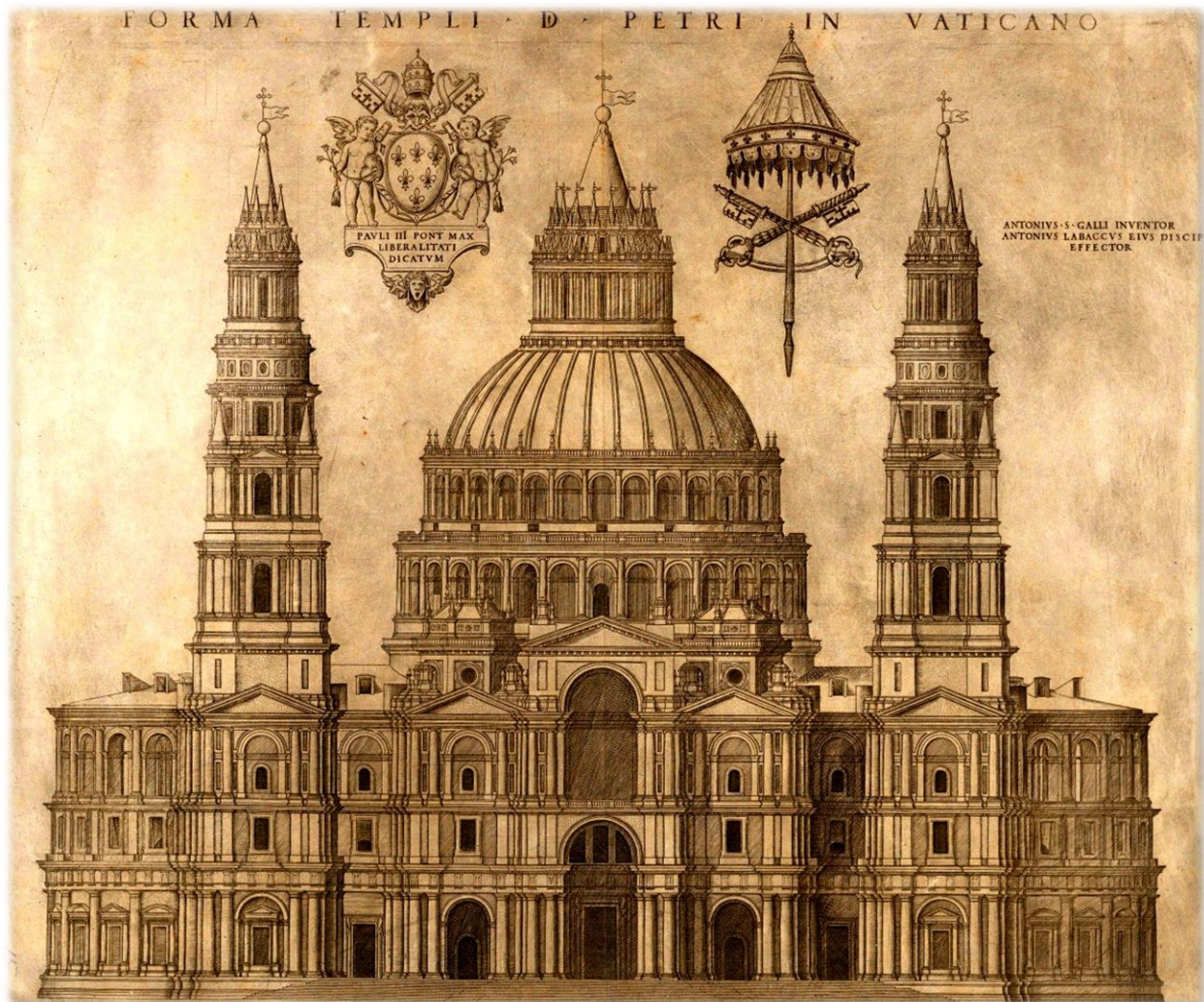


*An Impressive Cathedral Floor Plan,
 Less Linear Than Many*



Saint Anne's Monastery

(A great layout, with lots of potential!)



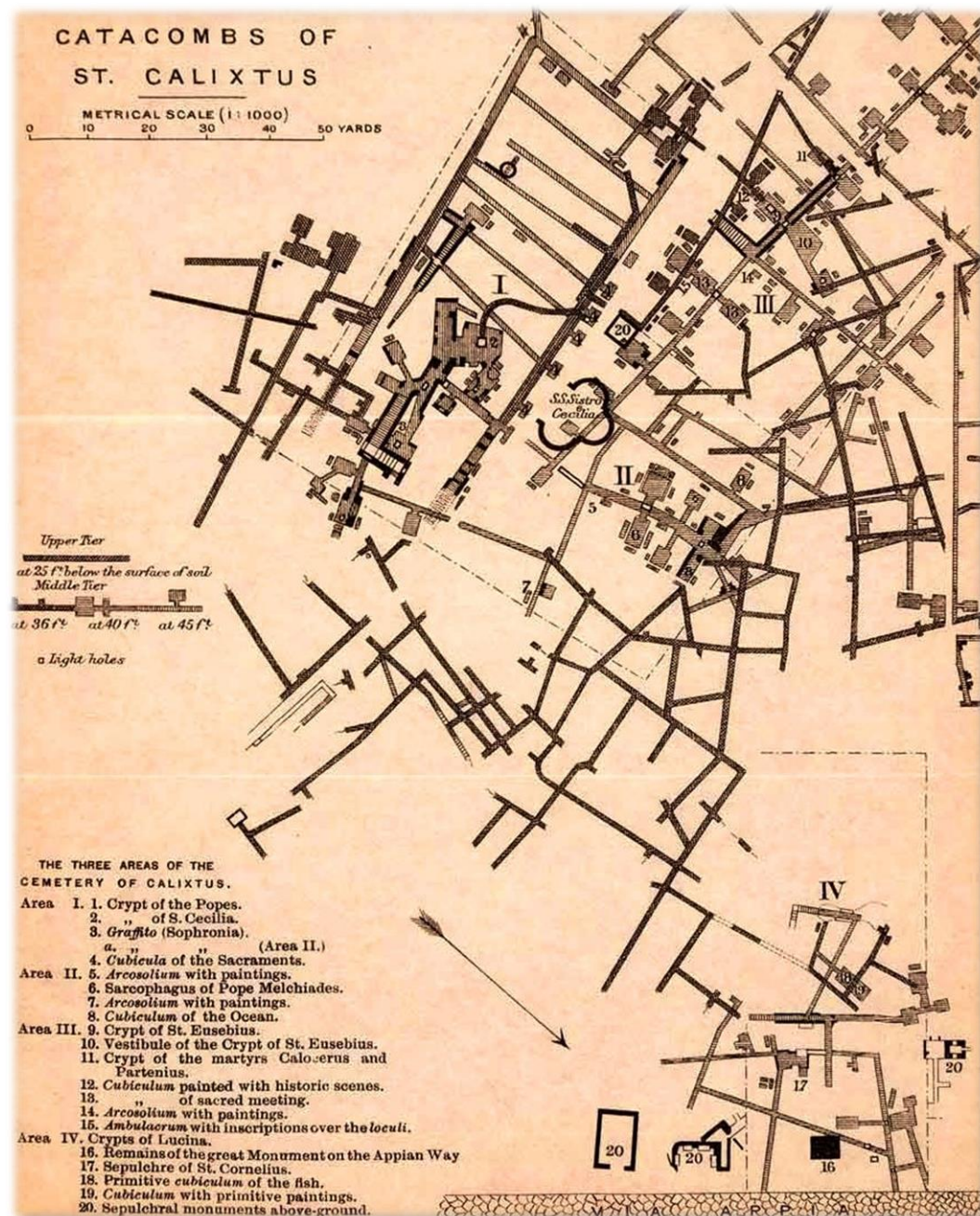
III - II

ARRANGEMENT OF ROOMS IN A TOMB

Many of the problems that we run into when researching tombs, I've already explained to you in previous sections. Namely: [1] Much like real dungeons, real tombs tend to be tiny, overhyped, or sensationalized for tourists. [2] Much like real caves, most of the good

tomb maps and surveys were created after 1923 ... so we run into the dreaded copyright monster once again. I can't show you everything I want to show you.

But fear not! There are some valuable resources out there nevertheless. For example, I have a very nice map of the Catacombs of St. Calixtus which I can share with you:



Map of the Catacombs of Saint Calixtus

There are several things that I find striking about this floor plan. First, there are broken and inaccessible sections. This implies to me that there are multiple surface entrances into this complex, but not all of the tunnels meet up with one another. This would be a perfect chance for a GM to include secret tunnels, teleporters, and magical gateways to connect the entire system and to make it fully coherent.

Second is the fact that tunnels run off the map edges, leading to entirely separate catacomb sections (different dungeons) further on. And lastly, there are very few plain old corridors here. If you watch videos of people walking the catacombs, you'll see that virtually every tunnel has alcoves, grave niches, bones, skulls, and so forth. The dead are everywhere. Woe be to the adventurers if necromancers are at work in the catacombs they discover ...

There are some other excellent catacomb maps for real world places, some of which are absolutely terrifying to conceptualize. To my mind, the most intimidating tomb-like system in the real world (from a mapping perspective) is comprised by the mined Odessa Catacombs. Currently, you can find a partial map at:

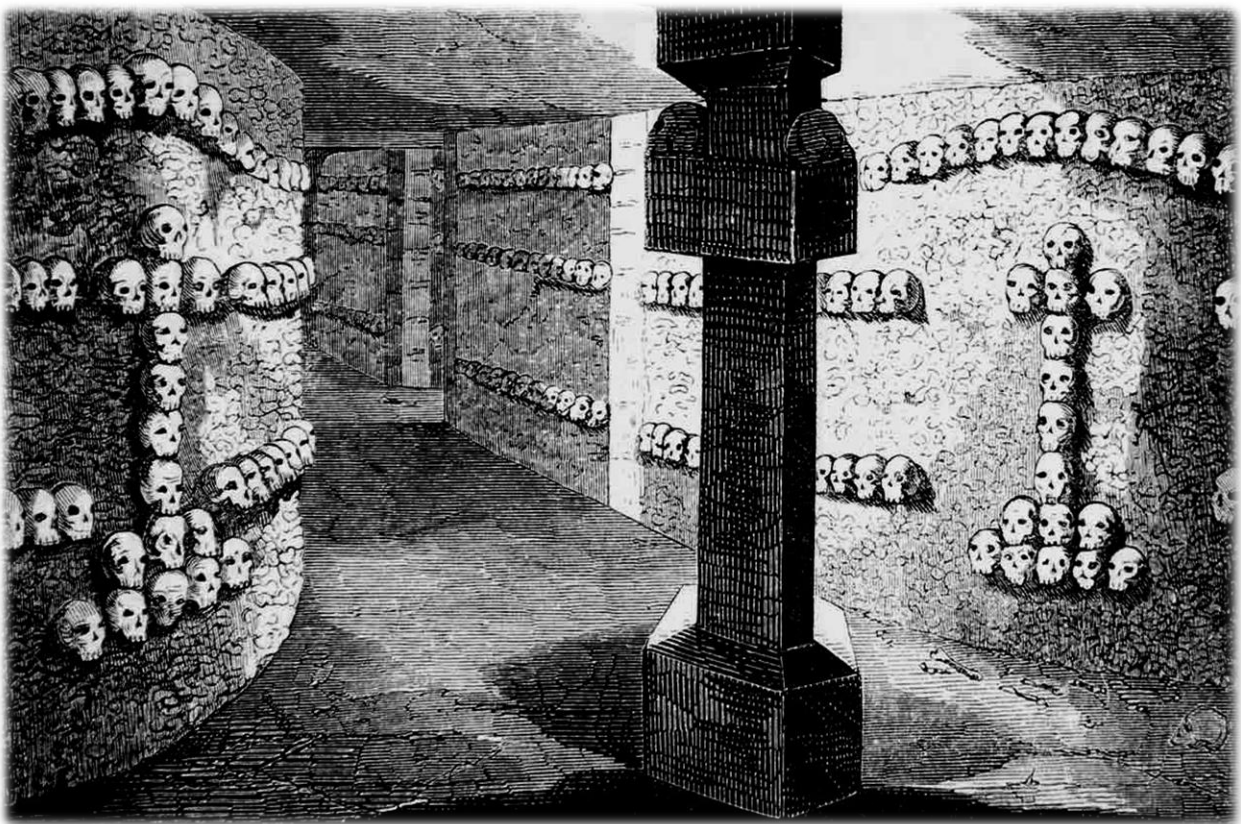
<http://i.imgur.com/xXqc2Qx.jpg>

As you can well imagine from that link, people would get lost and die from dehydration and starvation before they ever found an exit. Odessa has some pretty stories associated with these tunnels. Feel free to poke around online for more details, but I will warn you that you'll probably see some dead bodies and other recent unpleasantness if you dig a bit too deeply.

The Catacombs of Paris are very interesting as well. They are vast, and filled with millions of skeletons. Grim features that would translate well into a game include: collapsing walls of piled bones; pools of filthy water leading down into lost rooms; organized crime hideouts (rumored over the centuries); the bodies of murder victims; the remains of bunkers and shelters; and people allegedly sneaking in, going crazy, and never being heard from again.

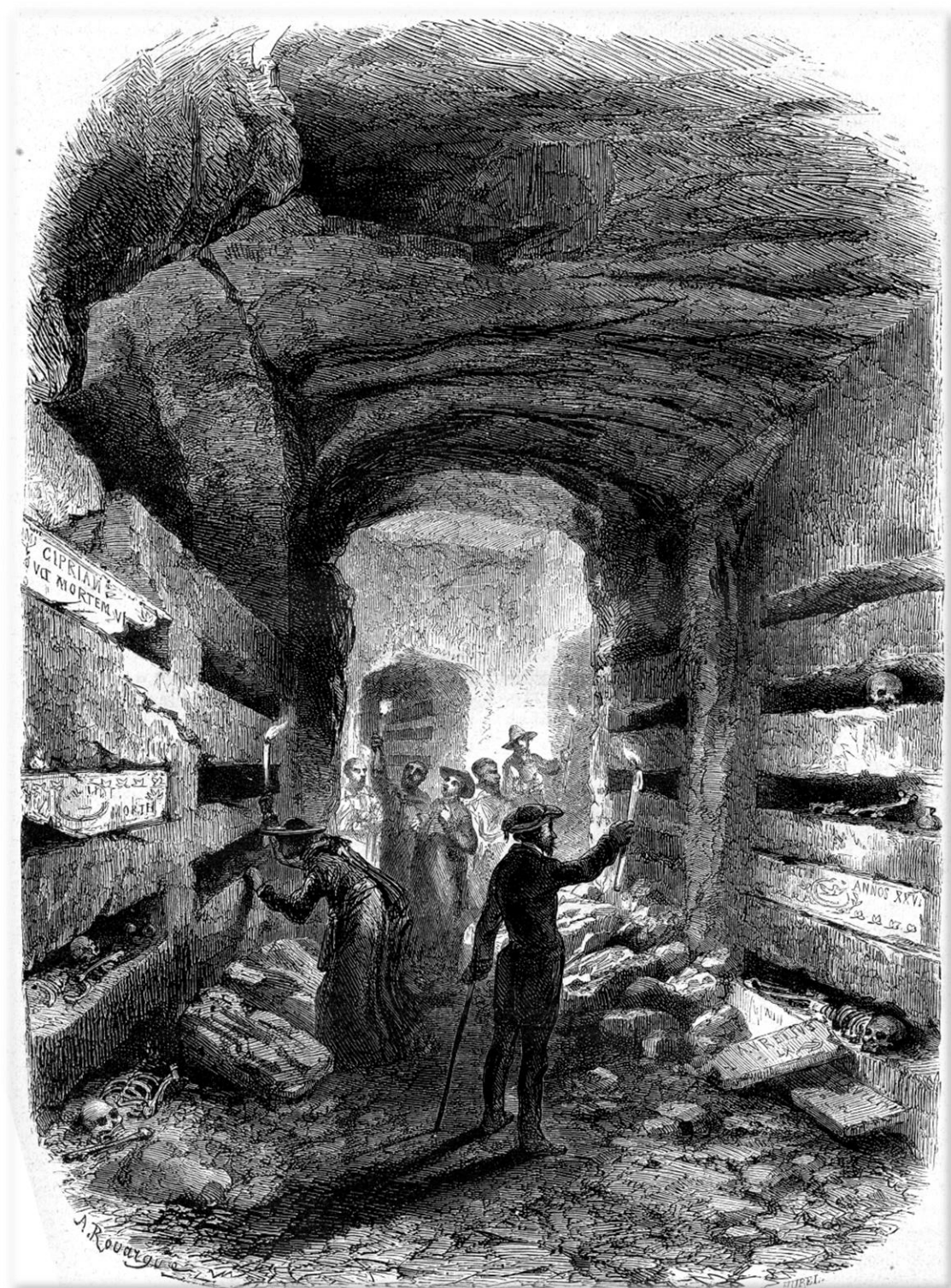
Despite the discomfort of the subject, catacombs are a very beneficial research topic for Game Masters. This is because the catacombs comprise the real world settings that are closest to what most people imagine when they envision a "real" FRPG dungeon. The features which you can emphasize that will make an impression on your players include:

the endless piles of bones, the nameless rows of skulls, dust, dripping water, cracking and rumbling stone, the scent of decay, limited air, strange smells from incense and candles, echoing sounds, circling tunnels which lead back upon themselves, limited light, and confined quarters. You can create some pretty grim psychological effects too, by constantly reminding players of the adventurers' claustrophobia, fear of getting lost, the omnipresent sense of death and disease, limited sight lines, limited opportunities to use ranged weapons, and dramatic shadows shifting wildly up from carried light sources.

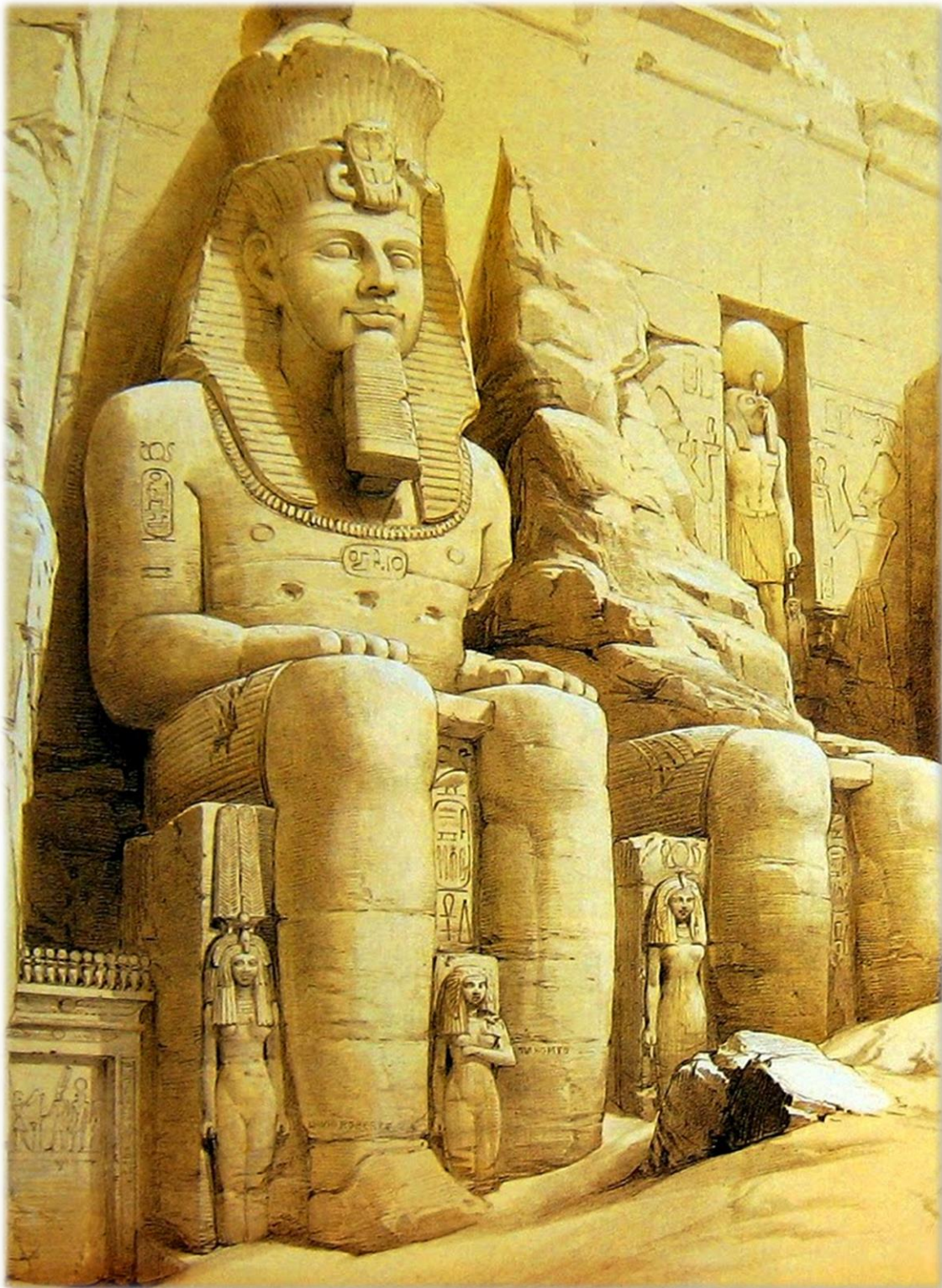


Oh, and I'm supposed to be talking about room arrangements!

Again, most tombs are boring. There are stairs down, an entryway (probably sealed up by a wall), a tomb room, and that's about it. There may be some interesting inscriptions, paintings, mosaics or hieroglyphics depending upon the culture. Things tend to get more elaborate when the interred person was important and revered; then you might actually have multiple treasure vaults, a room for entombed slaves, and even secret rooms (treasures hidden behind less valuable treasures, in a futile attempt to fool



"Dear heart, curious question. Is this one supposed to be moving?"



APPENDIX A: GENERATING SIMPLE RANDOM ROOM CONTENTS

If you need a relatively simple system — you know me, I love endless detail — to decide what's actually in a room (I'm speaking of basic game features here), this is the method I usually use. The percentages here are completely my own opinions, drawn from early material by Gygax, Bledsaw, Moldvay, Cook and some old *Dungeoneer Journal* and *Dragon* magazines, and informed by my years of play. In other words, you as GM should always feel free to shuffle my percentages around while retaining the system I provide, if that's what you feel is right. See also my supplement BDT1, *BOOK OF DUNGEON TRAPS*, which discusses trap appearance percentages that are designed to make dungeons explored by high-level Player Character more perilous. You can take on that extra level of detail if you are struggling to figure out how many traps you should be including in your dungeons, and what they should be.

I don't always use this abstract system, because I'm usually deciding on specific room contents based on generated room descriptions, my own personal preferences, and the overall dungeon theme. (For example, if a stronghold is not abandoned, I include a lot more monsters in it than what you will see below.) But whenever you are starting with a blank slate, this system can give you a great idea of what to do and where to go!

When you're down to these absolute basics, the game is very modal. The following room conditions can be present:

- **Room Condition 1:** Monster Lair (to be discussed more in future supplements)
- **Room Condition 2:** Stairs / Level Connector
- **Room Condition 3:** Trap
- **Room Condition 4:** Trick (to be discussed in future supplements, also CDDG1 and CDDG2 as explained hereafter)
- **Room Condition 5:** Unguarded Treasure (cannot coincide with the Monster Lair condition)
- and
- **Room Condition 6 (Default):** Empty (none of the above)

In my personal system, rooms with 1 condition are common, rooms with 2 conditions are uncommon, and rooms with 3 conditions are rare. Rooms with 4 conditions could exist, but I don't allow them to be randomly generated. That's up to the GM.

Here are my suggestions for random room content generation, with references to various chapters and sections in Castle Oldskull supplements BDT1, CDDG1, and CDDG2.

D100 Roll	Room Condition 1	Room Condition 2	Room Condition 3
01 to 45	Empty	(None)	(None)
46 to 65	Monster Lair	(None)	(None)
66 or 67	Monster Lair	Stairs / Level Connector	(None)
68	Monster Lair	Stairs / Level Connector	Trap
69	Monster Lair	Stairs / Level Connector	Trick
70 to 74	Monster Lair	Trap	(None)
75	Monster Lair	Trap	Trick
76 to 80	Monster Lair	Trick	(None)
81 to 83	Stairs / Level Connector	(None)	(None)
84	Stairs / Level Connector	Trap	(None)
85	Stairs / Level Connector	Trap	Trick
86	Stairs / Level Connector	Trick	(None)
87 to 90	Trap	(None)	(None)
91	Trap	Trick	(None)
92 to 95	Trick	(None)	(None)
96 or 97	Unguarded Treasure	(None)	(None)
98	Unguarded Treasure	Trap	(None)

D100 Roll	Room Condition 1	Room Condition 2	Room Condition 3
99	Unguarded Treasure	Trap	Trick
00	Unguarded Treasure	Trick	(None)

DUNGEON ROOM TYPES

Roll the dungeon's room types using supplement CDDG3. See supplement CDDG1, Section 8-2-9: Thematic Sub-Regions for Dungeon Levels if you need help in deciding what types of dungeon rooms to use, or to decide on sub-areas in your main thematic dungeon level(s).

EMPTY ROOM

To determine a random feature of interest, roll 1D100 and consult the following entries:

- [01-04] The room is completely barren. You can play this up for maximum effect by telling the players that their PCs feel like they are being watched ...
- [05-08] Air clarity change (see supplement CDDG1, Section 7-2-3).
- [09-12] Air current change (see supplement CDDG1, Section 7-2-4).
- [13-16] Cave feature (see supplement CDDG2, Section 3-1).
- [17-20] Container (see supplement CDDG2, Section 3-2).
- [21-24] Corpse or skeleton (see supplement CDDG2, Section 3-3).
- [25-29] Evocative Random Room (see supplement CDDG1, Section 8-3).
- [30-33] Furnished room (see supplement CDDG1, Section 9-1-1).
- [34-37] Hideout (see supplement CDDG2, Section 3-8).
- [38-41] Light level change (see supplement CDDG1, Section 7-2-1).
- [42] Shard of Chaos (see supplement CDDG1, Appendix).
- [43-46] Strange smell (see supplement CDDG1, Section 7-2-6).
- [47-50] Strange sound (see supplement CDDG1, Section 7-2-7).
- [51-54] Torture chamber, unoccupied (see supplement CDDG2, Section 3-14).
- [55-58] Unusual door (see supplement CDDG2, Section 3-4).
- [59-62] Unusual Evocative Room (see supplement CDDG2, Section 3-15).
- [63-66] Unusual exit (see supplement CDDG1, Section 9-3).

- [67-70] Unusual life forms (see supplement CDDG1, Section 7-2-5).
- [71-74] Unusual light sources (see supplement CDDG1, Section 7-2-2).
- [75-79] 1 odd object (see supplement CDDG1, Section 9-1-2).
- [80-83] 2 odd objects (see supplement CDDG1, Section 9-1-2).
- [84-87] 3 odd objects (see supplement CDDG1, Section 9-1-2).
- [88-92] 1 strange thing (see supplement CDDG2, Section 3-5).
- [93-96] 2 strange things (see supplement CDDG2, Section 3-5).
- [97-99] 3 strange things (see supplement CDDG2, Section 3-5).
- [00] Room of Madness (see Appendix B at the end of this volume). The room will appear to be empty, but this is a cunning illusion. The room is not empty at all.

MONSTER LAIR

Monster lairs will be discussed in detail in future supplements. I recommend that you use your favored game's random monster tables, appropriate to the PC party's experience levels. But for now, I can also recommend a bit of variation if you tire of your game's narrow results. For those occasions, roll 1D100 and consult the following entries:

- [01-08] Barracks (see supplement CDDG2, Section 2-1), or similar "swarm room" filled with low-level monsters.
- [09-10] Lovecraftian abomination, slime, or fungus (see supplement CDDG2, Section 3-7).
- [11] Monstrous museum (see supplement CDDG2, Section 3-11). If the result does not fit your dungeon design, treat as NPC bedchamber, below.
- [12-21] NPC bedchamber or workroom (see supplement CDDG2, Section 2-2).
- [22] Prison with prisoners (see supplement CDDG2, Section 3-12).
- [23] Torture chamber with prisoners and monsters / NPCs (see supplement CDDG2, Section 3-14).
- [24] Unusual benefactor (see supplement CDDG1, Section 2-4-1). Possibly a prisoner, in hiding, in disguise, veiled by magic, etc.
- [25-00] Standard monster lair, per your game's random monster determination tables.

STAIRS / LEVEL CONNECTOR

Please note that if you use this random system incessantly with none of your own design work, then 10% of the rooms in your dungeon will have level connectors up or down. That is probably a lot more verticality than you're used to seeing! That's an old school paradigm: dungeons are maze-like, with hundreds of ways to get lost or to evade enemies. Some modern dungeon designs only have a single stairway down per level (ensuring a gauntlet-like / videogame approach with few major sights being missed), so this percentage ratio will probably come as quite a shock to younger Game Masters. If it seems like just too much, you can reroll 50% of these results: [01-50] Stairs / Level Connector, [51-00] Empty Room or (None) as the Room Condition. If you do that, you will change the ratio for stair appearance from 1 in 10 to 1 in 20; meaning, for example, that a dungeon level with 60 rooms would probably have (statistically) 3 stairways or similar level connectors.

And of course, you don't need to have just "stairs" as a result. And you can hide the level connector behind a secret door or magic to make it very hard to find! (Some of the dungeon's monsters and NPCs, of course, will know that the stairs are there.) For ideas to go beyond boring old stairs, with lots more variety and unusual results, you can refer to supplement CDDG1, Section 9-4.

TRAP

Please note that traps can be set to rooms, doors, containers, monsters' treasure, and so forth. Refer to supplement BDT1 for full details. And for random trap generation, refer to BDT1's Sections 5-1 through 5-21.

TRICK

Tricks will be discussed at length in a future supplement. For now, if you want to delve into my current suggestions and ideas, I recommend rolling 1D100 and selecting as follows:

- [01-10] Altar or shrine (see supplement CDDG2, Section 3-13).
- [11-53] Evocative Random Room (see supplement CDDG1, Section 8-3).
- [54-58] Fountain (see supplement CDDG2, Section 3-6).
- [59-63] Immobile abomination (see supplement CDDG2, Section 3-7).
- [64-73] Laboratory or magical room (see supplement CDDG2, Section 3-9).
- [74-78] Magical gateway (see supplement CDDG2, Section 3-10).
- [79-83] Pool (see supplement CDDG2, Section 3-6).
- [84-85] Shard of Chaos (see supplement CDDG1, Appendix).
- [86-00] Unusual Evocative Room (see supplement CDDG2, Section 3-15).

UNGUARDED TREASURE

This is a difficult topic for a generic supplement, because most of the treasures I could mention (in particular, magic items) are copyrighted to individual game systems. I will address this sad state of affairs in the future, but it is going to take a massive supplement unique to the Castle Oldskull OSR system. Unfortunately with all of my writing, sleeping, working a full career and taking care of family, I do not yet have time to write that book!

However, I can provide you with some tips:

- 10% of the time, the unguarded treasure will be discovered with corpses of monsters or NPCs. The implication is that the treasure's owners recently died horribly under mysterious circumstances, and the unguarded treasure is not entirely "carefree" when the PC's discover it.
- 90% of the time, the unguarded treasure is too well-hidden to have been detected yet.
- And if you don't mind treasure results tied directly to 5E D&D, you can refer to my DMsGuild supplement RANDOM TREASURE TROVE GENERATOR for assistance in determining treasures of any kind, for any experience level or dungeon level. Enjoy!

APPENDIX B:

333 ROOMS OF MADNESS

Lost and overwhelmed? Looking for a single good-and-simple idea to cap off your design, or just to get your started in your writing?

Here is a sampling of 333 random rooms which I've created to give you even more ideas. I created these rooms by using a new random generation system combining the CDDG3 Labyrinth Lexicon with the CDDG1 Evocative Random Room system, and refining the results a bit to create more possibilities than ever before. You will find these to be bizarre, disturbing, amusing, unthinkable or just plain weird. What do they all really mean? Why, that's entirely up to you.

I hope you enjoy this list, and find some inspirations for your next bizarre dungeon design ...

(Don't roll 000.)

D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
001 to 003	The Regent's Bodega	004 to 006	The Pillared Cavern of Basalt
007 to 009	The Obliterated Hall of Contemplation	010 to 012	Crypt of the Black Avenger
013 to 015	The Simulacrum's Grinding Chamber	016 to 018	The Mold Cave of Elemental Ice
019 to 021	The Strangling's Bestiary	022 to 024	The Descending Funerary Workshop
025 to 027	Prison of the Merciless	028 to 030	Pillaged Fountain Grotto
031 to 033	The Skeletal Motte	034 to 036	Dominion of the Eyebiter

D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
037 to 039	Pyric Ceremonial Chamber	040 to 042	The Hexed Aslukku
043 to 045	Hypogaeum of the Great Old Ones	046 to 048	Haunted Acidic Cavern
049 to 051	Adepts' Anteroom	052 to 054	The Time-Altering Geyser Cavern
055 to 057	Mythic Netherworld Swamp	058 to 060	The Planar Doom Hall
061 to 063	Solarium of the Troll Crushers	064 to 066	Insectile Atrium
067 to 069	Lode of the Shadow Mastiffs	070 to 072	The Slayer's Barbican
073 to 075	Holy Lake	076 to 078	Gnomish Forbidden Chamber
079 to 081	The Maggot-Infested Violet Temple	082 to 084	Den of the Thaumaturge
085 to 087	Grave Robbers' Aerarium	088 to 090	The Decadent Greater Almonry
091 to 093	Vertiginous Gambling Room	094 to 096	Arena of the Blackguards
097 to 099	The Perfidious Necropolis	100 to 102	Unbeheld Burial Vault
103 to 105	Lemurian Scullery	106 to 108	Sanctum of the Emerald Hierarch
109 to 111	The Ifrit Catacombs	112 to 114	Augur's Dayroom
115 to 117	The Ever-Shifting Natatorium	118 to 120	The Animated Ziggurat
121 to 123	Dwarven Mason's Hiding Place	124 to 126	The Golden Adyton
127 to 129	Lapis Antechapel	130 to 132	The Benighted Hatchery
133 to 135	Assassins' Cavern of the Gatherings	136 to 138	Vault of the Shadow Queen
139 to 141	Vampiric Chantier	142 to 144	The Shattered Bone House
145 to 147	Ale Cellar of the Shield Bearers	148 to 150	Festooned Laconicum
151 to 153	The Lotus Cavern	154 to 156	The Blocked Portals

157 to 159	Anointing Chamber of the Reptilian Ones	160 to 162	Lost Grand Armory and Forge
D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
163 to 165	Chiming Cave of the Drowning Ones	166 to 168	The Hyena Nooks
169 to 171	Octopus Emasu	172 to 174	Deep Oubliettes of the Dead
175 to 177	Lunatics' Hall of Healing	178 to 180	Nebulous Grey Cavern
181 to 183	Cellarage of the Blinded Servitors	184 to 186	Volcanic Rubble Heap
187 to 189	The Immaculate Brewery	190 to 192	Dead End of the Defenders
193 to 195	Death Priests' Council Chamber	196 to 198	The Traitors' Barracks
199 to 201	Juggernaut Fane	202 to 204	Altars of the Ossuaries
205 to 207	The Golem Maker's Chapel	208 to 210	Riddle Cave of the Deep Ones
211 to 213	Marshal's Hospitium	214 to 216	The Beholder's Apothecary
217 to 219	Boar Teleporter	220 to 222	Hamr of the Spider Children
223 to 225	Dweomered Burrow	226 to 228	Unicorn Cometerium
229 to 231	Gloom's Approach	232 to 234	Berserkers' Dais Chamber
235 to 237	Quarry of the Unbelievers	238 to 240	Hecatomb Rotunda
241 to 243	The Knifing Galleria	244 to 246	Hrimthursar Hall of Souls
247 to 249	The Hydra's Cascade Hall	250 to 252	Cyzicene Hall of the White Deva
253 to 255	Confounding Chantries	256 to 258	The Auld Dwarven Lounge
259 to 261	Slaves' Ashen Abyss	262 to 264	The Mad Baron's Sinkhole
265 to 267	Viperous Chimney	268 to 270	The Tricksters' Acidic Cavern
271 to 273	Gorgonian Wall Fissure	274 to 276	River of the Scapegrace
277 to 279	The Colossal Cubicula	280 to 282	Ooze Pit
283 to 285	The Grand Master's Traps	286 to 288	Harlequins' Ancestral Hall
289 to 291	Phantasmal Fainting Chamber	292 to 294	Cave of the Haunter

D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
295 to 297	The Angelic Arena	298 to 300	Locust-Infested Banquet Hall
301 to 303	The Invoker's Iron Columns	304 to 306	Guardsmen's Concealed Cave
307 to 309	Ore-Filled Cavity	310 to 312	The Lamia's Aqueduct
313 to 315	Sinking Comfort Room	316 to 318	The Defiler's Buried Longship
319 to 321	Quarters of the Iconoclasts	322 to 324	The Fathomless Labyrinth
325 to 327	Hellish Gold Cavern	328 to 330	The Slime-Filled Library
331 to 333	Echoing Egg Chamber	334 to 336	Copper Cave of the Kobolds
337 to 339	Vexing Catacumbae	340 to 342	The Mirage-Filled Novitiate
343 to 345	Hall of the Griffon Riders	346 to 348	Immortal Natatorium
349 to 351	The Tower of Infestation	352 to 354	Dusky Opisthodomos
355 to 357	Resplendent Ancestral Hall	358 to 360	Web-Veiled Burrow Warrens
361 to 363	Atelier of the Incantatrix	364 to 366	Satyrs' Cavern
367 to 369	Reptilian Cesspit	370 to 372	The Imperious Nexus
373 to 375	Twilit Defile	376 to 378	The Ruby Chapel Hall
379 to 381	Gemstone Lode of the Ogre Magi	382 to 384	Cave of Jackals
385 to 387	Murk-Filled Cyst	388 to 390	Mildewed Fountain Chamber
391 to 393	Enchanting Treasure Room	394 to 396	The Pillared Underhalls
397 to 399	Soulless Bestiary	400 to 402	Rubble-Filled Divination Hall
403 to 405	The Augur's Lightwell	406 to 408	Workpits of the Hawkmen
409 to 411	Diamond Delubrum	412 to 414	Scintillating Fountain
415 to 417	Room of the Shrouded Game Crafter	418 to 420	Vast Collapsing Cavern
421 to 423	The Ever-Locked Buttery	424 to 426	Ancestral Ash Pit
427 to 429	Savant's Cave of Stalactites	430 to 432	Wererats' Glittering Cave

D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
433 to 435	Extra-Dimensional Planetarium	436 to 438	The Giant's Execution Chamber
439 to 441	Royal Warrens	442 to 444	The Jeweled Hermitage
445 to 447	Bone Pits of the Impaler	448 to 450	Primeval Fountain
451 to 453	Terrible Inferno	454 to 456	The Pestilent Char Cellar
457 to 459	Gruesome Aerarium	460 to 462	The Teleporter Plunge
463 to 465	Gnome Laird's Agiasterion	466 to 468	Strega's Hallway
469 to 471	Walled-Up Geyser Cave	472 to 474	The Untouchable Corridor
475 to 477	Crystal Cave of Incantations	478 to 480	Fungal Antechamber
481 to 483	Clockwork Scullery	484 to 486	Insect Garrison
487 to 489	The Ghastly Bath	490 to 492	Pipes of the Hill Giants
493 to 495	Alcoved Elemental Vortex	496 to 498	Displacer Pool
499 to 501	The Blinding Barbican	502 to 504	Gynosphinx Cavern
505 to 507	Orcish Embalming Chamber	508 to 510	Medusa Gallery
511 to 513	Perilous Guardian Hall	514 to 516	Necromancer's Proving Ground
517 to 519	Attic of the Lamentor	520 to 522	Beetle-Infested Herbarium
523 to 525	The Vanquishing Underhall	526 to 528	Olympian Lyceum
529 to 531	Hideout of the Heresiarch	532 to 534	Brollachans' Chapel Hall
535 to 537	Spriggan's Crawlspac	538 to 540	Jabberwock Templum
541 to 543	Airless Gemstone Cavern	544 to 546	The Locksmith's Control Room
547 to 549	Poisoner's Outlet	550 to 552	The Screaming Hall of Pools
553 to 555	Stygian Classroom	556 to 558	The Primeval Hamr
559 to 561	Jacinth Cave of Stalagmites	562 to 564	The Vampire's Grot
565 to 567	The Leeching Leap	568 to 570	Oracular Nave
571 to 573	The Nonesuch Shrine	574 to 576	Mastiffs' Slaughterhouse
577 to 579	The Desolate Ash Pits	580 to 582	Foggy Cleft
583 to 585	The Riddling Menagerie	586 to 588	The Fool's Hall of Immortal Judgment

D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
589 to 591	Musty Turret	592 to 594	The Monstrous End
595 to 597	Glowing Hunters' Hall	598 to 600	Illusory Ambry Chamber
601 to 603	The Snare Cavern	604 to 606	Beguiler's Breezeway
607 to 609	The Corpse-Filled Watchroom	610 to 612	The Rainbowed Hall
613 to 615	The Echoing Gallery	616 to 618	Flooded Auxiliary Chamber
619 to 621	The Dire Dome	622 to 624	Ill-Omened Apse
625 to 627	Lair of the Harvester	628 to 630	Smoke-Filled Room
631 to 633	Stormy Cavern	634 to 636	The Steam-Filled Shrine
637 to 639	Killer's Feretorium	640 to 642	Enshrouded Council Hall
643 to 645	Verdigris-Encrusted Bleeding Room	646 to 648	Cavern of the Death Husks
649 to 651	Orc-Filled Guardian Hall	652 to 654	The Soul Eater's Hypogaeum
655 to 657	Altar Staircase	658 to 660	The Shunned Emasu
661 to 663	Decaying Shop Chamber	664 to 666	Maddening Barrow Crypt
667 to 669	The Dragon's Motte	670 to 672	The Porphyry Mindscape
673 to 675	Undead Armory and Forge	676 to 678	The Grimalkin Floor
679 to 681	Larval Harem	682 to 684	Transept of the Demigoddess
685 to 687	The Hungering Sandpit	688 to 690	Mist-Filled Hatchway
691 to 693	The Holy Door	694 to 696	The Trophy Taker's Cave
697 to 699	Cages of the Undying	700 to 702	Unspeakable Priest Hole
703 to 705	Devil Slayer's Amphitheater	706 to 708	Troglodyte Portcullis
709 to 711	Treasure-Filled Catacombs	712 to 714	The Dismal Hamr
715 to 717	Deserters' Carcer	718 to 720	Underwater Abreuvoir
721 to 723	Antediluvian Divination Chamber	724 to 726	The Dwarf Lord's Hieron
727 to 729	Cleric's Potionry	730 to 732	At Iwf of the Devil Spawn
733 to 735	Forge of the Disciples	736 to 738	Quaking Hallway

D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
739 to 741	Sludge-Filled Alcove	742 to 744	Colony of the Scorching Ones
745 to 747	Gloaming Agiasterion	748 to 750	The Dolorous Vault
751 to 753	The Jester's Ziggurat	754 to 756	Adamantine Natatorium
757 to 759	Lotus Solarium	760 to 762	The Baron's Great Adyton
763 to 765	The Dread Suites	766 to 768	Doom Bringer's Echo Chamber
769 to 771	The Mephitic Chimney	772 to 774	Slayer's Counting Room
775 to 777	The Drowning Cyst	778 to 780	Processional of the Redeemer
781 to 783	The Vorpall Sphere	784 to 786	Lizardfolk's Altar
787 to 789	The Unknown Deep	790 to 792	Alchemical Herbarium
793 to 795	Throne of the Hollowed Wall	796 to 798	Royal Barrow
799 to 801	The Maze of Exaltation	802 to 804	Dvergar Crematorium
805 to 807	Labyrinth and Forge	808 to 810	The Kobold Hole
811 to 813	Poisonous Hall of Resurrection	814 to 816	The Grim Garderobe
817 to 819	The Beast Fountain	820 to 822	Secret Tepidarium
823 to 825	The Besieged Cellar	826 to 828	Glowing Locutorium
829 to 831	The Fey-Wrought Delve	832 to 834	The Soothsayer's Nether
835 to 837	The Matriarchal Arboretum	838 to 840	Dusky Atrium
841 to 843	The Phantasm's Hermitage	844 to 846	The Gnomes' Approach
847 to 849	The Crystal Burrow	850 to 852	The Dismal Juncture
853 to 855	Ruby Opisthodomos	856 to 858	The Phasing Pits
859 to 861	Summoner's Lyceum	862 to 864	The Abominable Treasury
865 to 867	Myrmidons' Guild Hall	868 to 870	Goblin Guard Chamber
871 to 873	The Frigid Enclosed Loggia	874 to 876	The Hag's Pantry
877 to 879	Mesmerist's Great Room	880 to 882	The Husk-Filled Bay Succession

D1000 Roll	Room of Madness	D1000 Roll	Room of Madness
883 to 885	The Pure Solar	886 to 888	Swordsmen's Abyss
889 to 891	The Monk's Defile	892 to 894	Lich's Arena
895 to 897	The Elder's Arcosolium	898 to 900	The Stony Vortex
901 to 903	Hall of the Siege Master	904 to 906	The Sinister Bridge
907 to 909	The Moldering Pipe	910 to 912	Oolite Cistvaen
913 to 915	Bizarre Crystal Cave	916 to 918	Radiant Assembly Chamber
919 to 921	The Stalkers' Coldroom	922 to 924	Abjurer's Chantry
925 to 927	The Fearsome Path	928 to 930	Mausolean Manticore Lair
931 to 933	Pool of the Hungering One	934 to 936	Midnight's Drawing Room
937 to 939	Serene Parlor	940 to 942	Tomb of the Vampire Hunter
943 to 945	The Abyss of Slugs	946 to 948	The Puppet Treasury
949 to 951	The Foetid Palace	952 to 954	Mage Slayer's Chamber
955 to 957	The Mourning Cave	958 to 960	Glittering Waterfall
961 to 963	Flooded Hall of Resurrection	964 to 966	Enchanted Bower
967 to 969	Arsenal of the Criosphinx	970 to 972	Immense Barrier
973 to 975	Temple of the Puppet Master	976 to 978	Amphisbaena Burrow
979 to 981	The Unnamable Crypt	982 to 984	The Labyrinthine Plunges
985 to 987	Corrupted Aviary	988 to 990	Serpentine Statuary
991 to 993	Grand Cavern of the Beastmen	994 or 995	The Forsaken Enclosure
996 or 997	Silted Cave of Adamantine	998 or 999	River of the Exarch
000	The Terrible and Most Wondrous Throne Room of Groohlz-Drakha, the Emerald Lord of Meaningless Things, the Shatterer of the 6,666 Ever-Shifting Shards of Chaos		



ABOUT THE AUTHOR

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for *Dungeon Magazine* #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles,

selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

OTHER BOOKS

BY KENT DAVID KELLY

This book was a labor of love, and like all of my works it has been self-published. Notoriously, online vendors do not always play nicely with one another, and sadly you must know that I cannot provide you with exhaustive links to the various sites where all of my various books are sold. (And I kindly ask that you please not pirate my works, as that takes money and security away from my family.) But I can provide you with the titles, and you can go exploring on your own to discover my other works! Google is a beautiful thing.

My available books, as of spring 2017, include:



[1] **Arachne: A Pyre of Angels**



CASTLE OLDSKULL FRPG GAMING SUPPLEMENTS

[2] **City-State Encounters (CSE1)**

[3] **The Classic Dungeon Design Guide, Book I (CDDG1)**

[4] **The Classic Dungeon Design Guide, Book II (CDDG2)**

[5] **The Classic Dungeon Design Guide, Book III (CDDG3)**

[6] **Dungeon Delver Enhancer (DDE1)**

[7] Game World Generator (GWG1)

[8] The Great Dungeon Bestiary (CDDG2, prior series)

[9] Mega-Dungeon Monsters & Treasure (MDMT1)

[10] The Pegana Mythos (PM1)

[11] Treasure Trove: The Book of Potions (TT1)



[12+] The Complete Alice in Wonderland

(and many other public domain author editions, published under the Wonderland Imprints blazon)



[13] Cthulhu in Wonderland



DUNGEON MASTER'S GUILD GAMING SUPPLEMENTS

[14] City State Creator I (ELD2)

[15] City State Creator II (ELD3)

[16] Dungeon Crucible: Random Dungeon Name Generator (DC1)

[17] Guy de Gaxian's Dungeon Monsters: Level 1 (GG1)

[18] Old School Dragons: Molting Wyrmlings (DR1)

[19] Oldskull Rogues Gallery I (ORG1)

[20] Oldskull Rogues Gallery II (ORG2)

- [21] 1,000 Rooms of Madness (DC2-S)
- [22] Random Treasure Trove Generator (RTT1)
- [23] Spawning Pool of the Elder Things (SP1)
- [24] Treasure Trove 1: Challenge 1 Treasures (TT1)
- [25] Treasure Trove 2: Challenge 2 Treasures (TT2)
- [26] Treasure Trove 3: Challenge 3 Treasures (TT3)



- [27] From the Fire: An Epic Novel of the Nuclear Holocaust



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OF DUNGEONS & DRAGONS

- [28] Book 1: The Dragon Rises
- [29] Book 1: The Dragon Rises, Deluxe Edition
- [30] Book 2: The Dungeons Deep
- [31] Book 2: The Dungeons Deep, Deluxe Edition
- [32] Book 3: Lands and Worlds Afar
- [33] Book 4: Of Demons & Fallen Idols
- [34] Book 5: Age of Glory
- [35] The Steam Tunnel Incident

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THE LYRIC BOOKS OF SHADOW

[34] I: For the Dark Is the Light

[35] II: The Summoning of Dark Angels

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[36] The Necronomicon: The Cthulhu Revelations

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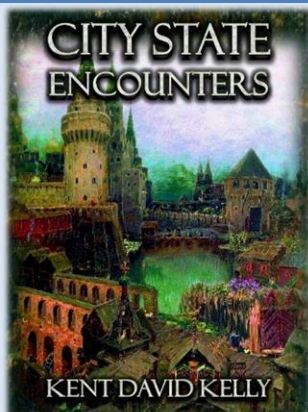
(Various other books are out of print, being reworked, stuck in a closet half-completed, or stuck inside my head ...)

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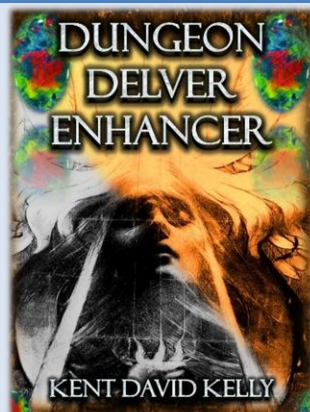
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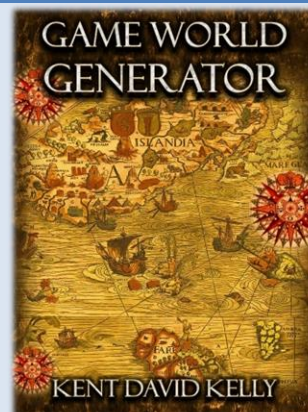
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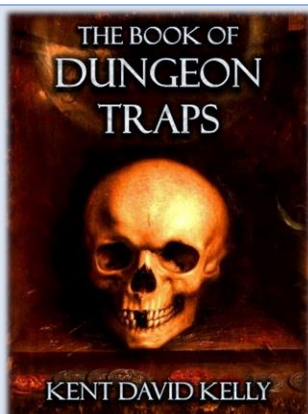
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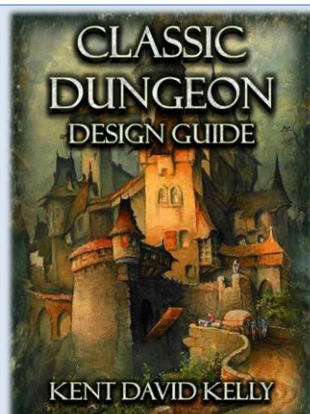
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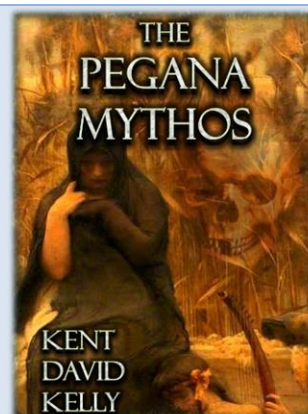
[GWG1](#)
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