



Dungeon Maker



Dungeon Maker

For many people, the word “Dungeon” conjures up dark stone corridors filled with creatures out to stop you. After a while they may seem to be the same, all looking alike and feeling, well, boring.

What you need is some variety in your dungeons!

Dungeon maker is a series of tables designed to help you in designing and fleshing out your dungeons or places for the party to explore. Building on some existing publications from Ennead Games and combing and adding to the information they hold.

Existing supplements, such as the “Dungeon Feature” series, also from Ennead Games will expand on certain details even further if required, such as altars. Think of this publication as a base product from which other optional items can be added to.

Inside this publication, you will find tables to help you with...

- Defaults to make your planning and mapping easier for you and your players
- Basic information on the dungeon, from its name, location, purpose and more
- The ambience – How hot is the dungeon? Is it very humid? What about sounds or smells?
- Tables to help you plan out the corridors including what is at the end of the section of the corridor – is it another corridor section, a junction or a room?
- Doors – What do they look like, what are they made from, what type of lock keeps them secure?
- Entrance – What is the main entryway into the dungeon like?
- Inhabitants – Who, or What lives here?
- What are the rooms like?
- How do you get from one floor to another?

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Contents

Introduction	5	Ambience	16
How to use these tables	5	Heating	17
A note on traps	5	Heat Source	17
Chapter Details/Notes	5	Typical Temperature	17
Tips & Things to Remember	6	Humidity	17
Default Details	7	Lighting	18
Base Room Size	7	Lighting Source	18
Ceiling type	7	Light Levels	18
Corridor Section – length	7	Minor Details	18
Corridor Section – Height/Width	8	Smells	20
Floor	8	Sounds	21
Doors and Walls	8	Corridor	22
Doors	8	Corridor Size	22
Walls	8	Corridor type	22
Basic Information	9	Corridor - End	23
Name	10	Junctions – Common	23
Part 1	10	Junctions – All	23
Part 2	12	Additional Doors	23
Part 3	13	Dead-End	24
Purpose	14	Other Details	24
Current Purpose/Reason	14	Doors	25
Original Reason	14	Door status	25
Location/Terrain	14	Door type	25
Quirk/Feature	15	Door type – Rare	25
Number of floors	15	Lock – Security	26
		Lock – Status	26
		Lock – Type	26
		Other Side	26
		Shape of the door	26
		Door Feature/Quirk	27
		Other Optional Door Details	33
		Door Condition	33
		Door Frame	33
		Handle	33

Entrance	34	References	45
Entrance Location.....	34	Applies to	45
Entrance Type.....	34	Curve/Bend	45
Entrance Feature.....	34	Damage type	46
Other Side.....	34	Dimension Variation.....	46
		Geometric Shape.....	46
Inhabitants	35	LTR or RTL.....	46
Inhabitant Type	35	Map Element Type	46
Sentient	35	Material – Base type	47
Class/Type	35	Material – Metals.....	47
Special/Unique	36	Material – Organic.....	47
Morale	36	Material – Other.....	48
Training/Equipment Quality.....	36	Material – Precious Gemstone.....	48
Animal	37	Material – Precious Metals	48
Profession.....	38	Material – Stone.....	48
		Material – Wood	49
Rooms	39	Mirrored	49
Exits	39	Quality	49
Exit Location	39	Residents	49
Shape	39	Smoothness.....	50
Room Corners.....	39	Size - Base.....	50
Room Edges.....	39	Size - Variation	50
		Up or Down	50
Room Types.....	40	Examples	51
Contents	40	Basic Details	51
“Empty” Details	40	Rooms.....	51
Room type (common)	40	Inhabitants	51
Room Type (expanded)	41	Room & Corridor examples.....	52
		Pre-set Layouts	53
Room Features	43		
Transitions.....	44		
Type	44		
Destination	44		
Rare Transitions.....	44		
Quirk	44		

Introduction

How to use these tables

Although you could use all of these tables together, you may find that you get the best results when you use just what you require at a certain moment, such as what is behind this door, or how long is this corridor etc.

If you used all these tables in one go you will more than likely find that impossible things occur, such as rooms overlapping, or corridors not fitting properly and so on.

On some tables, you will see an entry followed by [x]. This indicates that there is another table you can roll on, if you desire, to give more options, such as Damage or Direction etc. These tables will be found in the Reference chapter.

Most tables also included an “other option not listed here”. This is for future additions, your own ideas etc. These can be re-rolled if desired or treated as a “take your pick from the above options”.

A note on traps

Due to the variety and sheer possible numbers of traps that could be found, they are not being covered by this publication. However, a publication covering random trap generation will be made, so keep an eye out for that one. This is not to say traps will not be present in any dungeon but are beyond the scope of this publication.

Chapter Details/Notes

The Dungeon Maker is divided into multiple sections or chapters. As mentioned before, you can use each table collection together or pick what you need or like from the options provided.

Also, don't forget the golden rule: If you don't like the random result you are given, feel free to roll again or even pick the result you like best or suits your design.

- Default Details – This covers the defaults of your dungeon. This way you don't have to keep explaining what each door or corridor looks like, you can just say “It's the default (or standard)” and concentrate on any variations that might be present
- Basic Information – As the name suggests, the basic information about the dungeon. Covers the name of the location, its purpose, location/terrain found and if it has a rare quirk or feature. The name section works in three parts. Combine them in order rolling on each table once, typically a format such as “The [p1] [p2] of the [p3]”
- Ambience – Covers lightning, temperature, humidity, typical smells and so on.
- Corridor – Deals with corridor size, shape, what at the end of it, how many doors are present etc
- Doors – You found a door. But is it locked? What's behind it?

- Entrance – Gives you some starting information for your dungeon and the main or primary entrance/exit
- Inhabitants – Who, or what calls this dungeon home, what is their morale and training like if any?
- Rooms – The shape and size of any rooms present
- Room Types – What is the purpose of the room?
- Room Features – A minor table that gives you some basic room features, in addition to what would be found in a certain type of room
- Transitions – Covers getting between the floors /outside, how many floors there are in the dungeon and so on
- Reference – References and tables that are useful by themselves or in multiple other tables, so rather than repeating them, they are put in one section
- Pre-set Layouts – If making a large dungeon, you may find having pre-set layout of corridors and rooms make things easier for yourself. This section gives you a simple system for doing just that

Tips & Things to Remember

Planning the dungeon out beforehand will make things easier. You COULD do it “on the fly” but you are just making things harder for yourself.

Having grid-paper or a mapping program etc will help with the layout a lot.

If you get contradictory results or odd, don’t write them off, to begin with, try and come up with a reason for, for example, these rooms appear to overlap on the map Sizes, such as for rooms and corridors, are given in generic terms. Decide what your scale is beforehand and stick to it. Don’t mix imperial or metric measurements. Decide if you want 1 to equal 1 feet or 10 meters beforehand.

If you can’t decide, here are two tables to help you out in that regards:

Measuring style

Any Dice	Imperial or Metric
Odd result	Imperial/Feet
Even result	Metric/Meters

Size

D20	Size per “unit”
1	1
2 – 3	2
4 – 6	4
7 – 14	5
15 – 17	10
18 – 19	15
20	20

Don’t be afraid to come up with your own ideas and use those alongside what is present here or even to replace the suggestions if you don’t like them.

Take your time – There is no rush and a slower and methodical pace will help you create and flesh out a higher quality dungeon.

Feel overwhelmed by what you need to do? Focus on one small area first, such as the entrance and start on that. Build up the dungeon bit by bit.

Default Details

Rather than saying for every corridor things like - "This corridor is 20 feet long, 10 feet high with marble flooring" you can have a series of defaults or standard descriptions. Then when something changes it will stand out more. Of course, nothing is stopping you from describing everything the same way, just this will save time and help to prevent boredom.

Remember: sizes are listed as abstract sizes for comparison and adaptability – they can be in meters, feet whatever - just stick to the same format throughout your design and descriptions and you'll be fine.

Base Room Size

D20	Base Room Size Units
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100
11	110
12	10d10 + 100
13	12d10 + 100
14	14d10 + 100
15	16d10 + 100
16	18d10 + 100
17	20d10 + 100
18	20d10 + 200
19	20d10 + 300
20	20d10 + 400

Ceiling type

D20	Ceiling Type
1	Barrel
2	Cathedral
3	Coffered
4	Cove
5	Domed (concave)
6	Domed (convex)
7	Dropped
8	Exposed beam
9	Groin
10	Hollow
11	Painted
12	Patterned
13	Rough
14	Shed
15	Smooth
16	Speckled
17	Stretched material
18	Trays
19	Vaulted
20	Other

Corridor Section – length

At the end of each corridor section, you would roll on the [Map Element] table found in the Reference section.

D10	Section Length
1	10
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50

Corridor Section – Height/Width

You can roll one on this table to give your corridor the same dimensions (making them square in a cross section, or, roll once for height and once for width, which could lead to corridors that are wide, yet low, or high and narrow.

D20	H/W
1	4
2 – 3	5
4 – 6	8
7 – 14	10
15	12
16	15
17	18
18	20
19	22
20	25

Floor

D20	Flooring
1 – 5	Carpet
6	Dirt
7 – 11	Location-appropriate
12	[Metal]
13	[Organic]
14	Sand
15	Stone (rough)
16 – 20	Stone (smooth)

Location-appropriate simply means that you would have what you would expect to find in this type of section – Such as a carpet in a bedroom, marble in a great hall, straw in a stable etc.

For [Metal] and [Organic] – you can roll on the tables in the reference chapter.

Doors and Walls

To determine what the walls and floor is made from you can either roll on the simple tables below or roll on the [material] table in the reference section.

Doors

D20	Doors
1 – 5	Metal
6 – 10	Stone
11 – 15	Wood (Hard)
16 - 20	Wood (Soft)

You may wish to roll on the tables in the [Doors] chapter as well so you can establish the status of locks and so on as a standard.

Walls

Walls are often made of a stronger material when compared to doors, but sometimes corners and costs are cut, to save money or due to poor workmanship.

D20	Doors
1 – 8	Metal
9 - 16	Stone
17 – 18	Wood (Hard)
19 – 20	Wood (Soft)

Basic Information

These tables cover the, as the name of the section suggests, the basic information about the dungeon:

- Name
- Purpose
- Location/Terrain
- Quirk/Feature
- Number of floors

Name

D6	Suggested use format
1	The [table1] [table2]
2	The [table2] of [table3]
3	The [table2] of the [table3]
4	The [table1] [table2] of [table3]
5	The [table1] [table2] of the [table3]
6	The [table1] [table2] of the [table1] [table3]

You may find that removing or adding joining words like “the” and “and” etc. will make the name of the location flow better.

Table one is an adjective that describes the dungeon. To use it, roll 3 d10's, designating one as the hundreds, one as the tens and the others as the single digits. This is the same as rolling a d100 with two d10's except you have an extra dice.

Obviously, the entire dungeon would not be, for example, a tomb or a lab, but it could be what it is (in)famous for.

Purpose

This table you may wish to roll twice on. Once for the dungeons original purpose and again for what it is currently being used for.

Location/Terrain

What terrain is this dungeon found in? Is it a remote laboratory in the mountains? Or is it a prison style complex in the deepest desert?

Quirk/Feature

Only about 1 in 50 dungeons will have a quirk or rare feature. To see if your dungeon has one, roll a d100 and if you get a 01 or a 02, the dungeon has one.

If you feel this number is too high, change it to being 1 in 100 chances of there being a quirk. I.E a 01 on a d100 roll.

The ones presented here are just example
– You are heavily encouraged to come up with your own.

Number of Floors

This gives you a rough idea of how many floors are present in the dungeon. Not all floors are going to be useable or filled. Some floors might be dedicated to a single function, such as barracks.

D20	Floor style
1 - 18	Mixed – Roll as normal
19 - 20	Themed – based on a certain room type

Name

Part 1

D1000	Result
1 - 5	Abandoned
6 - 10	Abnormal
11 - 15	Acidic
16 - 20	Adhesive
21 - 25	Aerial
26 - 30	Agonizing
31 - 35	Alabaster
36 - 40	Alluring
41 - 45	Amazing
46 - 50	Amethyst
51 - 55	Ancient
56 - 60	Astral
61 - 65	Bizarre
66 - 70	Black
71 - 75	Bleak
76 - 80	Bleeding
81 - 85	Blessed
86 - 90	Bloody
91 - 95	Blue
96 - 100	Boiling
101 - 105	Boring
106 - 110	Bronze
111 - 115	Brutal
116 - 120	Buried
121 - 125	Celestial
126 - 130	Ceremonial
131 - 135	Chaotic
136 - 140	Cloudy
141 - 145	Cluttered
146 - 150	Collapsing
151 - 155	Concealed
156 - 160	Contaminated
161 - 165	Creepy
166 - 170	Crooked
171 - 175	Cruel
176 - 180	Crumbling
181 - 185	Crystalline
186 - 190	Cursed
191 - 195	Damned
196 - 200	Dangerous
201 - 205	Dark
206 - 210	Deadly
211 - 215	Decaying
216 - 220	Defiled
221 - 225	Deserted
226 - 230	Diamond

231 - 235	Dire
236 - 240	Dirty
241 - 245	Disgusting
246 - 250	Disturbing
251 - 255	Drab
256 - 260	Dusty
261 - 265	Ebony
266 - 270	Elder
271 - 275	Eldritch
276 - 280	Elemental
281 - 285	Emerald
286 - 290	Empty
291 - 295	Endless
296 - 300	Eternal
301 - 305	Ethereal
306 - 310	Evil
311 - 315	Fabled
316 - 320	Fallen
321 - 325	Fancy
326 - 330	Ferocious
331 - 335	Fiery
336 - 340	Filthy
341 - 345	Floating
346 - 350	Flooded
351 - 355	Forbidden
356 - 360	Forgotten
361 - 365	Fortified
366 - 370	Foul
371 - 375	Freezing
376 - 380	Gentle
381 - 385	Ghostly
386 - 390	Giant
391 - 395	Gleaming
396 - 400	Glistening
401 - 405	Glittering
406 - 410	Glorious
411 - 415	Golden
416 - 420	Great
421 - 425	Greater
426 - 430	Green
431 - 435	Grey
436 - 440	Guarded
441 - 445	Hallowed
446 - 450	Harsh
451 - 455	Haunted
456 - 460	Hellish
461 - 465	Hidden
466 - 470	Hideous
471 - 475	Holy
476 - 480	Hospitable
481 - 485	Icy
486 - 490	Immense

491 - 495	Incandescent
496 - 500	Infernal
501 - 505	Infested
506 - 510	Infinite
511 - 515	Insane
516 - 520	Iron
521 - 525	Legendary
526 - 530	Lesser
531 - 535	Lethal
536 - 540	Loathsome
541 - 545	Looping
546 - 550	Lost
551 - 555	Lunar
556 - 560	Macabre
561 - 565	Major
566 - 570	Malicious
571 - 575	Merciless
576 - 580	Mindless
581 - 585	Minor
586 - 590	Miscreant
591 - 595	Misty
596 - 600	Murky
601 - 605	Mysterious
606 - 610	Mythical
611 - 615	Nauseating
616 - 620	Normal
621 - 625	Noxious
626 - 630	Obscene
631 - 635	Obsidian
636 - 640	Ominous
641 - 645	Overgrown
646 - 650	Perfect
651 - 655	Perilous
656 - 660	Phased
661 - 665	Plain
666 - 670	Polluted
671 - 675	Primeval
676 - 680	Primordial
681 - 685	Private
686 - 690	Psychedelic
691 - 695	Pulsing
696 - 700	Purple
701 - 705	Putrid
706 - 710	Quiet
711 - 715	Rancid
716 - 720	Red
721 - 725	Reflective
726 - 730	Remorseless
731 - 735	Repulsive
736 - 740	Rotten
741 - 745	Ruined
746 - 750	Sacred

751 - 755	Savage
756 - 760	Scarlet
761 - 765	Scorched
766 - 770	Secluded
771 - 775	Secret
776 - 780	Severe
781 - 785	Shadow
786 - 790	Silent
791 - 795	Silver
796 - 800	Simple
801 - 805	Sinister
806 - 810	Sliding
811 - 815	Small
816 - 820	Smelly
821 - 825	Spectacular
826 - 830	Spooky
831 - 835	Steel
836 - 840	Stinking
841 - 845	Submerged
846 - 850	Sunken
851 - 855	Temporal
856 - 860	Thundering
861 - 865	Tiny
866 - 870	Tranquil
871 - 875	Translucent
876 - 880	Twisted
881 - 885	Umbral
886 - 890	Uncanny
891 - 895	Unclean
896 - 900	Underground
901 - 905	Unfeeling
906 - 910	Unfinished
911 - 915	Unholy
916 - 920	Unkempt
921 - 925	Unnamed
926 - 930	Unnatural
931 - 935	Unstable
936 - 940	Untamed
941 - 945	Urban
946 - 950	Veiled
951 - 955	Vicious
956 - 960	Vile
961 - 965	Wailing
966 - 970	Warped
971 - 975	Weird
976 - 980	Whispering
981 - 985	White
986 - 990	Windy
991 - 995	Wooden
996 - 1000	Yellow

Part 2

D100	Location
1	Apothecary
2	Arena
3	Armoury
4	Asylum
5	Aviary
6	Barracks
7	Bedroom
8	Belfry
9	Brewery
10	Bridge
11	Castle
12	Catacomb
13	Cathedral
14	Cavern
15	Caves
16	Cellar
17	Chamber
18	Church
19	Citadel
20	Corridor
21	Crypt
22	Dome
23	Dungeon
24	Fane
25	Farm
26	Forge
27	Fort
28	Fortress
29	Foundry
30	Fountain
31	Gallery
32	Garden
33	Graveyard
34	Greenhouse
35	Hall
36	Hideout
37	Home
38	Hospital
39	House
40	Keep
41	Kennel
42	Kitchen
43	Lab
44	Labyrinth
45	Lair
46	Library
47	Machine
48	Manor House
49	Manse

50	Mansion
51	Maze
52	Menagerie
53	Mine
54	Monolith
55	Mortuary
56	Museum
57	Necropolis
58	Nest
59	Nursery
60	Observatory
61	Ossuary
62	Oubliette
63	Pagoda
64	Palace
65	Panopticon
66	Pantry
67	Passage
68	Pillar
69	Pit
70	Plaza
71	Pool
72	Portal
73	Prison
74	Quarters
75	Rampart
76	Rift
77	Ruin
78	Sanctuary
79	Sanctum
80	Sepulchre
81	Sewer
82	Shrine
83	Smith
84	Spire
85	Stairs
86	Stockade
87	Stronghold
88	Tavern
89	Temple
90	Theatre
91	Throne
92	Tomb
93	Tower
94	Trap
95	Treasury
96	Tunnel
97	Turret
98	Vault
99	Warehouse
100	Zoo

Part 3

D100	Flourish
1	Abyss
2	Ancients
3	Angel
4	Anger
5	Arcane
6	Ascension
7	Balance
8	Banishment
9	Beast
10	Betrayal
11	Blessing
12	Blood
13	Bones
14	Brood
15	Chaos
16	Creation
17	Crystals
18	Curses
19	Damnation
20	Death
21	Demon
22	Desire
23	Despair
24	Destiny
25	Destruction
26	Devastation
27	Divine
28	Disease
29	Doom
30	Dreams
31	Enchantment
32	Ether
33	Eternity
34	Evil
35	Exodus
36	Flame
37	Frost
38	Fury
39	Ghosts
40	Gloom
41	Gods
42	Heavens
43	Horde
44	Ice
45	Illusion
46	Insanity
47	Imprisoned
48	Kings
49	Law

50	Laughter
51	Legends
52	Lich
53	Light
54	Lust
55	Madness
56	Malice
57	Mirrors
58	Mystery
59	Nightmare
60	Oblivion
61	Order
62	Pain
63	Peace
64	Peril
65	Phantasm
66	Pious
67	Pleasure
68	Power
69	Predator
70	Reawakened
71	Renewal
72	Reborn
73	Rite
74	Sadness
75	Schemes
76	Screams
77	Secrets
78	Shadow
79	Sloth
80	Sorcery
81	Sorrows
82	Spirits
83	Stars
84	Terror
85	Time
86	Torment
87	Torture
88	Treasure
89	Tranquillity
90	Unmaking
91	Undead
92	Valour
93	Vanquished
94	Void
95	War
96	Woe
97	Worms
98	Wyrms
99	Wrath
100	Wraith

Purpose

Current Purpose/Reason

D20	Purpose of dungeon
1	Abandoned (*)
2	Bunker
3	Dumping Grounds
4	Entertainment
5	Experiments
6	Grave
7	Headquarters
8	Home
9	Lair
10	Military Outpost
11	Mine/Resources
12	Prison
13	Refuge
14	Showing Off
15	Temple
16	Torture
17	Training
18	Trap
19	Vault
20	Other option not listed

Original Reason

D10	Original Reason
1 – 3	Changed
4 – 6	Changed 1d3 times since construction
7 – 10	Same as current

For the “Changed” option, roll again on current purpose table to determine what it originally was used for – Re-rolling “abandoned” or “Other” results.

(*) = If you get the Abandoned result, then you need to roll, pick or come up with details on what it was before it was abandoned and WHY it was left alone.

Location/Terrain

Where in the world was this dungeon construction? Why was this location picked? Knowing the original purpose of the dungeon can help you decided why this place was picked for the construction or utilisation of this particular place.

D20	Location/Terrain
1	Cavern
2	Desert
3	Floating/In Air (*)
4	Forest
5	Grasslands
6	Hills
7	Island
8	Jungle
9	Lake/River
10	Mountains
11	Plains
12	Sewer
13	Swamp
14	Tundra/Arctic
15	Underwater
16	Urban
17	Valley
18	Volcano
19	Wasteland
20	Other option not listed

(*) – This requires a world of high magic or advanced technology. This result can be re-rolled if your world doesn't have either of these. Alternately, it can be classed as a quirk/rare feature and only be present in one dungeon across the entire world.

Quirk/Feature

As mentioned before, a dungeon with a quirk or rare feature should be just that – rare, at least a 1 in 50 chances of there being a quirk/feature present. The more dungeons have a quirk or feature such as these, the less impactful it will become.

D20	Sample Quirk or Rare feature of the dungeon
1	Automated Defences
2	Can be flooded
3	Can Cloak/Invisible
4	Can self-destruct
5	Damaging effect
6	Detection spells don't work
7	Godless/no-divine
8	Healing Field
9	Illusions Everywhere
10	Infested
11	Karma Field
12	Movable
13	Phase Shifting
14	Repairs Damage
15	Shifting layout
16	Spatial Chaos
17	Temporal Chaos
18	Traps Everywhere
19	Wild/Chaos Magic Zone
20	Other option not listed

If you want, you can also roll on the [Applies to] table in the reference section to determine if the quirk/feature is present all over the dungeon, just in one room/section or in multiple locations

Number of floors

This will give you an idea of the number of floors in the dungeon.

D100	Number of floors
01 – 10	1
11 – 20	2
21 – 30	3
31 – 60	4
61 – 80	5
81 – 89	6
90 – 91	1d6 + 6
92 – 93	1d8 + 6
94 – 95	1d10 + 6
96 – 97	1d12 + 6
98 – 99	1d20 + 6
00	2d20 + 6

Things to keep in mind:

There needs to someone of getting between each floor - Roll on the Transitions tables if inspiration is required.

At least one of the floors should have a connection of some kind to “the outside”. However, magic may negate or replace this.

There is, in theory, no limit to the number of rooms a floor can have. Some floors will have more rooms than others. Some may have literally just one or two rooms and act as transition “floor” between other levels of the dungeon.

If you are stuck for ideas or rushed, some of the floors can be “closed off” due to damage, renovations, infestations etc.

Ambience

The ambience of a dungeon can be thought of as “the character and atmosphere of a place.” This is especially true for dungeons or large room complexes.

The way a room smells, the temperature of the air, the light and so on can make a real difference to the way any explorers would react. A place that is truly silent might not be as scary or freaky as somewhere where you can hear a child crying or water dripping.

All of these ambience features can be applied to the dungeon as a whole or just one section. Roll on the [Applies to] table in the Reference section if you need help figuring out what area this aspect would cover.

The main ambience aspects are:

- Heating
- Humidity
- Lighting
- Smells
- Sounds
- Minor Detail

Heating covers what the typical temperature range of the dungeon is, in degrees Celsius. Covers not only the temperature but what is helping to generate the heat, if it is working at all.

Humidity is the amount of water vapour present in the air. A rating of 100 percent relative humidity means that the air is totally saturated with water vapour and cannot hold anymore, creating the possibility of rain.

Lighting covers what light sources are present and how bright they are compared to daylight/standard light levels. The number in () gives you an idea of the light range - (x2) for example would tell you it is at least twice as bright as daylight/normal lighting.

Smells can be quite subtle and range from barely noticeable to rather strong. If you need to determine how strong, then roll a 2d10, with 2 being barely noticeable and 20 being very strong, almost overpowering. Of course, if the character does not have a sense of smell or have recently been exposed to something pungent, then they stand a good chance of missing this sensory input.

Sounds, like smells, vary in intensity and type. Again, roll a 2d10 to determine how loud the sound is. A 20 is almost painful and for characters, with sensitive hearing, it can deafen them for a few seconds. Something else to remember is that the sounds may not be coming from the room the characters are in but can be heard in that room.

A minor detail is something that is obvious and not hidden. It can range from scorch marks to blood stains to simple dust. It is to add to the description of the room and is in addition to the features you would expect to find. These can be important or not as you see fit. Typical only 1 in 100 dungeon elements would have one of these extra details – as with anything like this, they have more of an impact the less they are used.

Heating

This aspect tells you what the typical heat source of the dungeon is and what the average temperature is. If there is a radical difference between various elements, then you can re-roll/ignore or come up with a creative reason for this possible discrepancy.

Heat Source

D10	Heat Source
1	Heated air
2	Heated air
3	Heated metal
4	Lava
5	Magic (item)
6	Magic (spell)
7	Open fires
8	Open fires
9	Open fires
10	Radiators

Typical Temperature

D100	Heat Source (Celsius)
01 - 05	-10 (*)
06 - 10	-5
11 - 15	0
16 - 25	5
26 - 35	10
36 - 45	15
46 - 70	20 (default/room temp)
71 - 90	25
91 - 95	30
96 - 00	35 (*)

On entries marked with a (*) – Roll a d10. If you get 8+, increase/decrease (as appropriate) the temperature range by a further 5 degrees. Repeat this roll until you roll 7 or under on this d10.

Humidity

D100	Humidity %
01	0
02 - 05	5
06 - 10	10
11 - 15	15
16 - 20	20
21 - 25	25
26 - 30	30
31 - 35	35
36 - 45	40
46 - 70	45 (default)
71 - 75	50
76 - 78	55
79 - 80	60
82 - 84	65
85 - 89	70
90 - 91	75
92 - 93	80
94 - 95	85
96 - 97	90
98 - 99	95
00	100

Exceeding 45% runs the risk of leaving too much moisture in the air which can aid in mould growth.

Lighting

Lighting Source

D20	Light Source
1	Blacklight/UV light
2 - 5	Candles
6	Chemical reactions
7	Gas lamp (connected)
8	Gas-lamp (individual)
9	Magical (item)
10	Magical (spell)
11	Natural light
12	Natural Light (reflected)
13	Organic creatures
14	Technology
15 - 20	Torches

Light Levels

D20	Light Levels
1	Variable (*)
2	None
3	Very little (1/4)
5 - 7	Reduced (1/2)
8 - 14	Normal (1)
15 - 18	Bright (1.5)
19	Very Bright (2.0)
20	Blinding (2+)

For variable light levels, you have several options.

D20	Variable pattern
1 - 6	Regular – Cycle up and down over a period of time
7 - 12	Regular – Alternate between two levels over a period of time
13 - 20	Chaotic – Roll to see new level every hour.

Minor Details

This advice applies equally to minor details, sounds and smells, so rather than repeating it, treat this as the same for all three aspects.

Take into consideration the following when adding minor details/sounds:

- The lists should be used as the basis of your own ideas.
- The position/location of the detail. A blood stain on the ceiling will provoke more questions when compared to one that is on the floor or the wall, for example.
- Some entries will simply not make sense in some locations. Whilst it may be tempting to re-roll or pick another result, stop for a moment and push your imagination and creativity to explain WHY that item is there
- Some entries will not be detectable over a great distance. This applies to sounds and smell, for the most part. A good rule is that it can be heard/smelt in all appropriate areas adjacent to the dungeon element that has the sensory item

D100	Minor detail
1	Animal carcass - bat
2	Animal carcass - cat
3	Animal carcass - dog
4	Animal carcass - rat
5	Bag of dice
6	Baskets, empty
7	Bear trap
8	Bent and rusted iron bar
9	Birds nest - contains eggs
10	Birds nest - empty
11	Blood stain - hand print
12	Blood stain - large
13	Blood stain - small
14	Broken arrows
15	Broken bottle
16	Broken helmet
17	Broken Statue
18	Bucket - empty
19	Bucket - filthy water
20	Burnt map
21	Candle
22	Chess set - game in progress
23	Child's doll
24	Clean spot/area
25	Cobwebs - dusty
26	Cobwebs and dust
27	Cobwebs filled with small spider
28	Corroded chain
29	Cracked flask
30	Cracks in the ceiling
31	Cracks in the floor
32	Cracks in the walls
33	Crude graffiti - garbled words
34	Crude graffiti - stick figures
35	Cushions - fancy, but dirty
36	Cushions - simple
37	Diary - closed/locked
38	Diary - open but blank
39	Dirty and damaged clothing
40	Dirty plates & cutlery
41	Dirty Rug
42	Dog food bowl, empty
43	Empty bottle
44	Empty boxes and chests
45	Empty cup/mug
46	Empty glass jar
47	Empty picture frame
48	Faded poster
49	Footprints - large
50	Footprints - small
51	Hole in flour

52	Ice crystals that are melting
53	Knocked over brazier
54	Lamp - broken
55	Lamp - working
56	Leather boot
57	Lever - broken
58	Lever - intact
59	Loose brick(s)
60	Loose tiles or flooring
61	Marks on the wall - counting something/tally
62	Marks on the wall - scratches
63	Mop and bucket
64	Moss - hanging
65	Moss - on ground
66	Mouse Droppings
67	Mouse hole
68	Mousetrap
69	Mushrooms growing on the floor
70	Needle and thread
71	Occult circle, smudged
72	Pair of slippers
73	Peeling paint/wallpaper
74	Pile of animal hair
75	Pile of ash
76	Pile of buttons
77	Pile of small stones
78	Pile of wax
79	Pin cushion
80	Pipes - broken
81	Pipes - broken and leaking a liquid
82	Pipes - intact
83	Reading glasses
84	Rolled up carpet
85	Room is eerily clear of debris
86	Rotten rope
87	Scattered dirty
88	Scattered teeth/fangs
89	Scorch marks - electrical
90	Scorch marks - large
91	Scorch marks - small
92	Scratches on floor - curved line
93	Scratches on floor - straight line
94	Set of keys, rusted together
95	Ship in a bottle
96	Skeleton - bird
97	Skeleton - rat/rodent
98	Torch stub
99	Torn sack
100	Weird sticky slime

Smells

D100	Smell
1	Beeswax
2	Blood
3	Books - new
4	Books - old
5	Burning dust
6	Burning wood
7	Burnt hair
8	Burnt toast
9	Butterscotch
10	Camp fire smoke
11	Cedar
12	Cheese - fresh
13	Cheese - rotten
14	Cheesy feet
15	Chicken coop
16	Chlorine
17	Cinnamon
18	Clean ocean
19	Coconut
20	Compost
21	Curry
22	Dark pine forest
23	Dirty bed sheets
24	Eucalyptus
25	Ferret nest
26	Fish
27	Flesh - burning
28	Flesh - rotten/decay
29	Fresh apples
30	Fresh meat
31	Fresh milk
32	Fresh oil paint
33	Fresh sweat
34	Fresh-baked bread
35	Fresh-baked pie
36	Fresh-cut grass
37	Freshly scraped metal
38	Freshly-dug earth
39	Frying bacon
40	Furniture polish
41	Garlic
42	Glue
43	Good wine
44	Horse
45	Horse manure
46	Incense
47	Lavender
48	Leather
49	Leather - wet
50	Lemon
51	Liquorice

52	Lilacs
53	Maple syrup
54	Meat - barbecued
55	Mildew
56	Mould
57	Mouldy-wet swamp
58	Musk
59	Musty
60	Onions
61	Oranges
62	Ozone
63	Peanuts
64	Peeling an orange
65	Peppermint
66	Pipe smoke
67	Rancid ocean beach
68	Resin
69	Roast chicken
70	Roast meat
71	Roses
72	Rotten egg
73	Rotting fruit
74	Sandalwood
75	Skunk
76	Slightly bad raw meat
77	Smoky lamp oil
78	Soap
79	Sour milk
80	Sour old sweat
81	Spearmint
82	Stale alcohol
83	Strong alcohol
84	Sulphur
85	Sun-dried clean laundry
86	Tallow candle
87	Tomato plant
88	Troll spoor
89	Unknown chemical
90	Urine
91	Vanilla
92	Veggie soup
93	Veggies roasting
94	Vinegar
95	Vomit
96	Water - fresh
97	Water - rancid
98	Wet dog
99	Wild flowers
100	Yeast

Sounds

D100	Sounds
1	Arrow hitting wood
2	Baby cooing
3	Baby crying
4	Bare feet running on stone
5	Belching
6	Bell - alarm
7	Bell - festive
8	Bell - light
9	Birds cooing
10	Birds flying
11	Birds twittering
12	Blowing bubbles in water
13	Boisterous sneeze
14	Bouncing ball
15	Bowstring twang
16	Breaking glass
17	Cart on a gravel road
18	Cats fighting
19	Ceramic wind chimes
20	Chanting - arcane
21	Chanting - religious
22	Child laughing
23	Clatter of pots and pans
24	Cracking wood
25	Crackling campfire
26	Creaky floor
27	Crystal glasses clinking
28	Dog barking
29	Electricity sparking
30	Explosion
31	Flesh being torn/ripped
32	Handful of pebbles dropped in wa
33	Handful of pebbles scattered on
34	High-pitched whine
35	Horse on a cobble street
36	Human whistling
37	Large animal growling
38	Laughter - jovial
39	Laughter - mocking
40	Loud thump - irregular
41	Loud thump - regular pattern
42	Loud thump - single thump
43	Low buzzing sound
44	Low persistent hum
45	Low rumbling
46	Man and woman snuggling
47	Man screaming in anger
48	Many dogs barking
49	Many people snapping fingers
50	Metal horn blowing
51	Metal being hammered

52	Monster roaring
53	Music box winding down
54	Music played on a church organ
55	Nearby thunder
56	Ocean waves on a calm beach
57	Old man singing
58	Old woman singing
59	One bird cooing
60	One bird twittering
61	One person snapping their fingers
62	Party noises
63	Passing wind
64	Person falling to the floor
65	Pig snuffling
66	Piglets suckling
67	Portcullis falling
68	Pottery breaking
69	Roaring bonfire
70	Roll again but it suddenly stops
71	Skittering rodent sounds
72	Screaming
73	Slamming door
74	Slow heavy footsteps
75	Slurping
76	Small animal growling
77	Small child singing
78	Snoring
79	Someone screaming for mercy
80	Something being crushed
81	Something on a track
82	Squeaky-hinged door
83	Stringed instrument being pluck
84	Swarm of bees
85	Sword being drawn
86	Ticking sound
87	Tiny polite sneeze
88	Toddler whimpering
89	Voice counting down from low starting number
90	Voice counting down from a high starting number
91	Voice counting up slowly
92	Water - dripping into water
93	Water - dripping onto stone
94	Water - ocean waves
95	Water - running
96	Waterfall
97	Wet crystal being rubbed
98	Wind chime
99	Wooden flute playing
100	Yawning

Corridor

For each corridor section you need to make several rolls:

- Size
- Type
- End aspect
- Additional Doors

Size is how long, wide etc the corridor section is when compared to the default details.

Type tells you if the corridor is straight, angled (diagonal), curved, slanted (going up or down) or combined. The tables in the reference section can tell you what direction, the angle etc.

End aspect tells you what is at the end of the corridor section. It could be a junction, another corridor, a door or a dead end.

Additional doors details are generally only used if you are entering this corridor section from a door.

If you need to determine what direction the corridor is going in, roll on the appropriate table(s) in the reference section.

This is the part of the process that can take the longest, especially if you use all the table in this publication to determine where the corridors are, what features they have and so on. Take your time, maybe create a few pre-set layouts to help speed things up a bit.

Corridor Size

D10	Corridor section size compared to the default
1	Default
2	Default
3	Default
4	Default
5	Half
6	Half
7	Quarter
8	Double
9	Double
10	Triple

Size changes apply to...

D20	Applies to...
1 – 11	All three dimensions
12	Just height
13	Just length
14	Just width
15 – 16	Height and length
17 – 18	Height and width
19 – 20	Length and width

Corridor type

D10	Corridor type
1	Angled
2	Angled
3	Curved
4	Curved
5	Slanted
6	Straight
7	Straight
8	Straight
9	Straight
10	Combined - Roll twice again on this table, re-rolling any 10s

Corridor - End

D10	Corridor - End
1	Corridor
2	Corridor
3	Corridor
4	Dead-end
5	Door
6	Junction (common)
7	Junction (common)
8	Junction (common)
9	Junction (all)
10	Transition

Junctions – Common

D10	Junction - Common
1 – 2	Diagonal
3 – 4	Left corner
5 – 6	Right corner
7 – 8	T
9 - 10	X

When rolling for the junction, place the element in the most logical location. For example, you roll a 7 and get a T junction. There are three possible locations, the two “arms” and the main length of the junction. You would then pick or roll randomly to decide where the junction joins, giving equal chances to the possible places. In this example, 1-2 on a d6 would be one of the “arms”, 3-4 would be the other arm and 5-6 would be the main length. Rolling a 5 would mean the corridor is attached to the main/long part of the junction with two other corridors or features to both the left at right, both at right angles. The same logic applies to any of the other junctions. Again, you can use the tables in the reference section to help decide this for you if required.

Junctions – All

D100	Junctions - All
01 – 03	^ (Reversed V)
04 – 06	C
07 – 09	Circle (bottom)
10 – 12	Circle/O (full)
13 – 15	Cross-way
16 – 18	Curved
19 – 21	Diagonal corridor
22 – 24	Diagonal V
25 – 27	Diagonal Y
28 – 30	Diamond
31 – 33	F
34 – 36	H
37 – 39	Hash junction/double cross
40 – 42	K
43 – 45	Left
46 – 48	M
49 – 51	Right
52 – 54	Square
55 – 57	Star Junction (5 points)
58 – 60	Star Junction (6 points)
61 – 63	Straight on
64 – 66	T
67 – 69	T (diagonal)
70 – 72	Triangle (equilateral)
73 – 75	Triangle (isosceles)
76 – 78	Triangle (right angle)
79 – 81	U
82 – 84	U (upside down)
85 – 87	V
88 – 90	W
91 – 93	X (diagonal cross)
94 – 96	Y
97 - 00	Other not listed here/roll again

Additional Doors

D20	Additional Doors
1 – 3	0
4 - 11	1
12 – 14	2
15 – 16	3
17	4
18	5
19	6
20	1d6+6

Dead-End

What is found at the end of the corridor when a “dead-end” result is rolled?

D6	Suggested Dead-End Feature
1 – 2	Fake Door
3 – 4	Rubble
5 - 6	Wall

Other Details

A good rule to work with, in regards to other details, is to not have every corridor possess a minor detail aspect.

Only about 1 in 20 corridors, if even that, should have a secondary detail. I.e. Roll a d20 and if you get a 20, then the corridor has a secondary/minor detail like one of those listed below.

D20	Minor Detail
1	Alcoves
2	Bad repair
3	Barrier/blockage
4	Brand New
5	Columns
6	Curved
7	Damaged [damage]
8	Higher
9	Incomplete
10	Lower
11	Narrow
12	Recently cleaned
13	Recently refurbished/repaired
14	Rubble filled
15	Sloped
16	Thicker walls
17	Thinner walls
18	Uneven dimensions/size
19	Wide
20	Combination - Roll twice

Most of the minor details are self-explanatory, such as alcoves, or columns etc, but a few do need covering in more detail.

Curved – Whilst the destination of the corridor section is in a straight line from the start, the corridor itself has a slight curve to it.

Higher/Lower – One part of the corridor is noticeable higher, or lower, than the rest of it, but overall, it's the same height.

Narrow/Wider – As with higher/lower minor detail, the majority of the corridor is flat, but there is one part that is notably more narrow or wider than the rest.

When there is a variation in size in one area, it would be no more than 20% when compared to the base corridor. If a corridor section is 30 x 10 x 10 (h/w) for example, then the width/height variation would be between 8 x 8, 12 x 12 or a combination of the two. For larger creatures, the smaller sections might prove to be an issue.

If you get the combination result, then you would apply both results, but at various parts of the corridor element, with you either picking what is presented first or rolling equally between what options you have.

Doors

As with some of the other dungeon features, you can decide if these details apply to a particular door, a region, floor or the dungeon as a whole, using the [applies to] table in the Reference chapter.

If you need to randomly decide if a door has a quirk or feature, a 1 in 50 (a 1 or 2 rolled on a d100) is a good baseline to start with and can adjust if required.

Door status

D10	Door Status
1 – 4	Open
5 - 8	Closed (*)
9	Wedged open
10	Wedged shut

(*) = If the door is closed then roll to see if it is locked as well on the lock tables in this chapter.

Door type

D100	Door Type
01 – 90	Standard
91	Archway
92 - 94	Bulkhead
95	Double Standard Size - Height
96	Double Standard Size - Width
97	Hidden
98	Trapdoor/Flap
99	Double Standard Size – Both H + W
00	Rare – Roll on the rare door table

Door type – Rare

These rare door types should be treated as examples and you are defiantly encouraged to come up with your own, based on the theme/concept of your dungeon.

D20	Rare door type
1	Bookcase - pivot
2	Bookcase - sliding
3	Folding (2 parts)
4	Folding (3 parts)
5	Folding (horizontal)
6	Iris/Aperture
7	Painting (pivot)
8	Painting (slide)
9	Panel (pivot)
10	Panel (slide)
11	Rotating
12	Rotating
13	Sliding (down)
14	Sliding (Left to right)
15	Sliding (Right to left)
16	Sliding (up)
17	Turnstile (bi-directional)
18	Turnstile (one way)
19	Vault-style
20	Other/even more rare door type/unique



Lock – Security

This aspect is for locked doors and gives you a rough guideline into how secure a lock is. The further down the table you go, the more secure the lock is.

D100	Lock security level
01 – 05	Laughable
06 – 10	Basic
11 – 20	Simple
21 – 40	Below Average
41 – 60	Standard
61 – 80	Above average
81 – 90	Complicated
91 – 95	Hard
96 – 99	Secure
00	Ultra-Secure

Lock – Status

D100	Lock Status
01 - 05	Locked – Broken
06 – 15	Locked – Sticking
16 - 50	Locked
51 – 85	Unlocked
86 – 95	Unlocked - Sticky
96 - 00	Unlocked - Broken

A sticking/sticky lock is harder to open and should be treated as one security level higher, a broken one has a chance of either not being able to be opened or not working at all (50% chance of either)

Lock – Type

D20	Lock type
1	Bar
2	Chain
3	Combination (1d4+3 dials)
4	Combination (rotary)
5	Cylinder
6	Deadbolt
7	Handle
8	Knob
9	Mortice
10	Multi-point
11	Night latch
12	Padlock (closed shackle)
13	Padlock (long shackle)
14	Padlock (open shackle)
15	Padlock (straight shackle)
16	Rim
17	Sliding
18	Wedge
19	Another type not listed here/rare/complex locks
20	Multiple (roll twice)

Other Side

What's on the other side of the door?

D100	Other side
01 -33	Corridor
34 – 66	Corridor running parallel
67 - 99	Room
00	Access corridor/area

Shape of the door

D20	Shape of the door
1 - 19	Standard door shape
20	Roll on geometric shape table in the Reference section

Door Feature/Quirk

Features/Quirks should be unique and rarely duplicated, ideally not at all. You may have similar doors with similar features, but each would have a unique twist or spin, so two doors with alarms would have different sounding alarms, for example.

D100	Result	Details
1	Adjustable	The height and width of this door can be adjusted by 50% each way of its original dimensions. Some kind of lock or key is used to prevent accidental changes.
2	Ageing	The age of the door user doubles. Can't die due to old age. Reverts back to normal after 24 hours.
3	Alarm - Covert	If this door is opened, a light starts to flash in a room nearby. Nothing is noticeable here though.
4	Alarm - Obvious	If this door is opened, a very loud siren erupts, which continues even if the door is closed.
5	Announce	Nothing occurs until someone or something (cloaked/invisible/phased included) walks through the door frame. Then, in a clear voice, their true name is spoken. Some announce other things as well (Roll d10) 1- 5 Just their True Name 6 - Home Town as well 7 - Titles that have been given 8 - True name & Hometown 9 - True name & titles 0 - All three (Name, Home Town, Titles)

6	Auto closes	Due to a defect in construction or a deliberate choice, the door automatically closes after 1 round of being left open.
7	Auto-lock	If the door is closed the door will automatically lock after 5 minutes have passed.
8	Bell	On the door frame is a handle/button that, when pressed a gentle chime is heard to echo from behind the door. 50% of these are a normal bell that has to be rung to attract attention.
9	Blessing	A powerful creature has blessed the doorway. Those who pass through it are blessed, but only on holy days. The blessing varies with the deity who blessed it and may not always be a positive one...
10	Blood Smeared	This door has blood smeared on it in the shape of (roll a d4) 1 - A mystic symbol 2 - A warning 3 - A threat 4 - Generic blood smear across the panels
11	Blood Toll	Only by smearing freshly drawn blood across the door will it allow passage. The blood must be less than 1 minute old. This wears off after an hour and fresh blood must be applied. Some doors require a specific person/species/race/gender to function. There is no handle or another grasping implement. The door can still be locked.

12	Bouncy	If this door is bashed open/hit/attacked then is a 50% chance the basher will fly back a number of feet equal to the force applied	19	Copying	Anything that passes through this door is copied and materialises within 2 minutes. The copies only last 5 min. but their remains are left behind.
13	Brand New	This door is either brand new or is treated to remain appearing like it is brand new. Has this door just been replaced? By whom and why?	20	Crumbling	Looks normal, but old. As soon as someone grasps the handle, the door falls victim to the ravages of age and crumbles to dust, leaving the user holding the door handle and looking surprised.
14	Broken	It appears to be smashed open and it looks like something has escaped	21	Curse	A warning is first given (normally audible, 10% of time mentally) when this door is opened. Passing through results in a curse being applied to those who ignore it.
15	Broken Panel	A small panel on the door is broken. It is too small for most players to fit through, but a small creature or a limb may be put through with no problem apart from what may be on the other side.	22	Damage	Passing through this door does damage to whoever uses it.
16	Charging	Anything that uses a charge gets their current charges doubled. If this takes them over the maximum they would normally have then the excess charges are lost.	23	Dead Bolt	Locks placed on this door are twice as effective as on other doors
17	Colour Change	Anything passing through this door has its colours changed but is otherwise ok. Reversed by passing through the door again, or reverts back to normal after 2 hours.	24	Disease	Those who use this portal are given a mild, non-lethal disease.
18	Coloured	This door has a colouring different from the rest of the doors in the area, but it otherwise normal. Why is this door different from the rest?	25	Doubled Handles	For some reason, this door has two sets of handles. 1 - 5 Door opens both sides 6 - 9 Handle is just for decoration 0 The spare handle is trapped
			26	Drain	Anything with a charge (magical or otherwise) is drained of 50% of their power.
			27	Dusting	Anything passing through this door cloaked/invisible is coated with a fine layer of visible dust/flour

28	Edible	This door is very easy to get through as it is edible, but two to three times as thick as a normal door. What is it made from? Why is an edible door here?	39	Fused Creature	Sticking out of this door is the body of something that tried to phase through the door but got stuck halfway. Are they alive? Who are they? What were they doing and how did they do it? Why did it fail?
29	Electrical	Touching any metal on the door (or the door itself if it is made from a conductive metal) results in a small, non-lethal shock.	40	Future Sight	On a certain day, at a certain time, anyone who uses the doorway gains a vision of their future
30	Emergency Exit	No matter where in the dungeon this door is placed, it only takes you to one place, namely, outside.	41	Glass	The door is made of glass (transparent, frosted, coloured or a mixture). It can break quite easily.
31	Fake Door	This door is fake and is simply a panel stuck to a wall.	42	Growth	Anything passing through this door is doubled in size. To reverse pass through in the other direction
32	"Fake" Fake Door	This door is made to look like a fake door, but is a real one, just twice as hard to open as a normal one.	43	Half Door - Bottom	Only the bottom half of the door opens
33	Fake Hinge	This door has an extra set of hinges that are fake	44	Half Door - Top	Only the top half of the door opens
34	Fake Lock	This door has a fake lock on it. The real lock is hidden.	45	Healthy	Using this door removes all parasites, disease, poisons and other organisms and restores the user to full health. This health effect can only be used once every 12 hours
35	Fanfare	As this door is opened, a loud music fanfare is played. This will stop once the door is closed.	46	Heat	Slightly charred, this door gives off a great heat.
36	Fire	This door is covered in flames but is not burning the door. Can this fire be put out?	47	Ice	This otherwise normal door is covered in ice and an almost supernatural chill can be felt within 10 feet of it. Touching the door unprotected risks being stuck and/or damaged by the cold.
37	Flesh	The door is covered in flesh or bits of skin sticking to it. The skin is fresh and being kept alive by some arcane means.	48	Illusion	What you see when you look through this door when opened, is not what is the other side
38	Forgiving	Anyone under the effects of a curse or other supernatural contract that is working against them finds that it is removed. Can only be used in this way once a year.			

49	Light Void	Even when open you cannot see through the blackness this door generates. The only way to see is to send something through			Roll a D12 to see what it affects 1-3 Magic 4-5 Divine 6-7 Psionics 8-9 Items 10 Roll again twice with a D8 11 Roll again (with a d8), but this is not subject to the effect 12 All 4
50	Loud	The door makes a very loud creaking noise when opened, loud enough to be heard up to 100 feet away. If hinges are oiled first this can be negated			
51	Magnetic	This door is laced with strong magnetic materials. The door's locks and keys are made of a non-metallic material. Those who are wearing metal will find it difficult, if not almost impossible to pass through. If simply carrying metal then it 2 rounds to pass through due to the metal being pulled back.			This door has a a set of or a singular number(s) on it.
52	Mesh	Either behind this door or part of it, is a wire mesh. Easy to open, but very handy for preventing insects from escaping through the door you just opened.			The door is not shaped like a regular shape (square, circle) but rather is an odd, almost random shape.
53	Name	Written on here is someone's name, and titles. Roll a d6 to find out what that may be. D6 1 – A name 2 – A title 3 to 6 – Name & title			Travel through this door is in one direction only. 50% chance of each direction.
54	Nullifier	Passing through this door nullifies any supernatural items and powers. To reactivate them simply pass through the same door in the other direction Artefacts are not nullified by this effect.			A viewing panel allows one-way viewing. From the non-viewing side, the panel looks like the rest of the door
55	Number				For some reason, this door cannot be closed, either by error or design.
56	Odd shaped				This door phases into and out of reality every other minute. This makes working to unlock and open the door a lot harder and triples the length of time taken and effectiveness of any locks present.
57	One way				
58	One-way panel				
59	Perma-open				
60	Phasing				
61	Plant-covered				
62	Poisoning				Using this portal coats everything with a light, contact-based poison

63	Pressure Plate	There is a small plate near this door on the floor. Once this door is unlocked, something of weight equal or greater to 200 pounds must be placed on it or the door will not open.	70	Round	This door is perfectly normal, but for some reason is in a circle shape rather than the regular shape.
64	Puzzle	This door/lock combo can only be opened by sliding the panels or using buttons/levers in a certain order	71	Secondary Door	Behind this door is another door of the same type, stats and attributes on the first one you just spent ages unlocking and opening.
65	Rattling	As you pass within 5 feet of this door, it starts to rattle like someone, or something is trying to open it from the other side.	72	Secret Knock	Opening this portal requires it being knocked on in a particular pattern.
66	Regenerating	Treated with some troll-like substances, this door repairs itself like a troll from any damage within 1d3 mins.	73	Seeing Eye	This door has some kind of eye (living, mechanical or magical) attached to it. It follows the movements of whoever is closer to the door without blinking. Some record what they see, others send a live feed to somewhere else
67	Remote Handle	The door is normal, apart from the fact the mechanism to open the door is not on the door itself, but somewhere within 10 feet of the door. This could be a hidden button, a lever, a winch etc.	74	Shifting	This door can lead to several different locations but has to be closed first. Each time the door is opened, roll a d100 01 – 26 Same room, same position as normal 26 – 50 Same room, different position 51 – 75 Different room, same floor 76 – 98 Different room, same dungeon 99 Random doors on the same planet 00 Different random doors on the same plane
68	Removable	Can be removed quite easy and quickly. Roll a d4 to see what happens. 1 Gap is left in the wall 2 Blank Wall – Door can only be used on this wall 3 Blank Wall – Door can be used on any wall and leads back to the original room 4 Blank Wall – Door can be used on any wall as a "normal" door	75	Shiny	This door is covered with a shiny metallic like substance, almost like a mirror.
69	Resilient	This door is twice as tough as others and takes half damage from any physical attacks	76	Shrinking	Anything passing through this door is shrunk by 100%. To reverse, pass through the door the other way.

77	Simple Really	Able to resist all but the most powerful of attempts to open/unlock, all it takes is a simple "Open Please" phrase to achieve. Knowing what language, it has to be spoken in is another.
78	Skeletal Door	This door is made from the bone(s) of one or more creatures. The bones have been treated to act like iron.
79	Slide Door	The door does not open inwards or outwards but slides into a wall cavity.
80	Slot	At about midway up the door, is a small slot, big enough to post something through. 50% of the time there is a panel covering it
81	Slowing	Once opened, this door only allows 1 person to travel through every other round
82	Soundproofed	The door has unusually thick seals and is made from a material that blocks all but the loudest noises. This applies to any keyhole the door may have as well
83	Speaking Tube	Allows communication through the door without opening it
84	Speed Use	Only those who are running can pass through this portal
85	Split Door	Splits either top to bottom or side to side, rather than opening in the normal manner.
86	Teleporting	Looking through this door shows the contents of the expected room. Stepping through however takes you to another doorway/room.
87	Temporal	Stepping through this door causes a temporal effect. You appear in the room 2d10 minutes later. No time passes for those who step through and looking through, you see what is actually in the room.
88	Toll	To get past this door each person must pay a toll through a small slot in the door itself. Only allows one person through at a time. If the door is broken then there is a good chance of coinage (of various types and value) being found inside.
89	Tone Locked	To open/unlock this door, a series of musical notes must be played in the right order.
90	Transparent	In all ways (hardness, breakpoints, locks etc.) the door same as normal but is transparent and can be seen through both ways.
91	Trapped	Behind this door is a non-lethal trap of some kind, such as a net, or a bucket of something sticky and nasty
92	Treated	This door looks like a normal one but has been treated so that it is stronger and more difficult to break. It has the stats of a door one class higher.
93	Ultra-Ultra Secure	Can literally only be opened by one creature and they have to be alive. If they are dead, tough luck. It might actually be easier to go around this door somehow.

94	Unstable	If this door is bashed open there is a 10% chance it will explode, doing minor explosive damage to anyone within 10 feet.
95	Vacuum	Anything within 10 feet of this door when opened, if not tied down, is dragged into whatever lies the other side of this door. This works in one direction.
96	Valuable	This door is made from or covered with precious metals There is a 50% chance that damaging the door to remove the metals sets off an alarm.
97	Valuable (fake)	This appears to be covered in gold or another precious metal. In truth though it is not worth much at all. As with Valuable doors, there is a chance (50%) that trying to remove or damage the door sets off an alarm.
98	Warning Sign	This door has a warning sign or symbol on it
99	Wedged Shut	This door has been wedged shut from the other side.
100	Youth	The first user of this door become the same age as new-borns for 24 hours. Each user within a 24-hour period rolls on the chart below with +1 to the roll for each sentient being that passed through in the same time period. Roll a d10 to determine what is affected by this [1 – 4] Just their body [5 – 8] Just their mind [9] Both mind and body are affected

		[0] Roll a 2 nd d10. If this results in a 0 again then roll on this chart again (re-rolling a second 0) but the change is permanent until the curse is removed
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Other Optional Door Details

Door Condition

D20	Condition
1	Falling Apart
2 - 3	Broken
4 - 5	Damaged
6 - 8	Weathered
9 - 12	Good/Average
13 - 15	Clean
16 - 17	Very Good
18 - 19	Pristine
20	Perfect

Door Frame

D10	Frame Style
1	Blended
2	Raised
3	See-through
4	Smaller
5 - 7	Standard
8	Subtle
9	Sunken
10	Wider

Handle

D10	Handle
1 – 2	Bar - Fixed
3	Bar – Pull/Push
4 – 6	Handle
7 - 8	Knob
9	Lever
10	Plate

Entrance

The vast majority of dungeons will have what could be classed as the primary entrance. Thought should be given into the details of the entrance, even if you decided to make it almost the same as every other door in the dungeon.

Entrance Location

Roughly speaking, where is the primary entrance located? This is in addition to location/terrain you may have rolled for [Basic Information] chapter.

D12	Entrance Location
1	Behind a waterfall
2	Bottom of a pit
3	End of a natural cavern
4	Fortress
5	Lava tube
6	Ruins
7	The side of a cliff
8	A small island in a lake
9	Temple/Religious location
10	Underground River
11	Underwater
12	Other Location

Entrance Type

D20	Entrance Type
1 – 10	Hidden
11 – 14	Illusion-covered
15 – 18	Open
19 – 20	Secured

- Hidden entrances are covered or hidden by natural means.
- Illusion-covered is the same as Hidden but assisted by magic of some type
- Open make no attempts at hiding the entrance.
- Secured can be hidden or open but are much harder to enter or are guarded.

Entrance Feature

D20	Entrance Feature
1	Brand New
2	Damaged
3	Guarded/Secure
4	Illusion
5	Multiple locks
6	Old
7	Ornate
8	Trapped
9 – 19	Larger, more secure version of "standard" doors in this dungeon
20	Roll on [Door Feature/Quirk] but any effects are more potent or pronounced

Other Side

Once you get the entrance open, what do you find on the other side? Regardless of what is present, there should be at least one other door/dungeon element attached to this.

D20	Other Side
1	Arena
2 – 5	Corridor
6	Empty Room
7	Great Hall
8 – 10	Guard Room
11	Market
12	Other Room (roll on room type table)
13 – 14	Security Check Point
15 – 16	Transition (roll on transition table having it lead into dungeon)
17 – 18	Trap
19	Waiting Room
20	Unique feature appropriate for this dungeon

Inhabitants

Very few dungeons are totally devoid of life. Many have some kind of entity that calls this place home or work.

The question becomes, who...or what...lives here.

This section covers...

- The type of inhabitant – Are they animal-like or sentient?
- For those that are sentient/self-aware what class or type do they fall under? There is an extended table with more entries that cover some if you want a bit more variety.
- Another table gives you some ideas for special or unique individuals to find in your dungeon.
- Morale – What level of devotion to the owner or operator of the dungeon do the various inhabitants have?
- What is their level of training or equipment? Are they world class or trained as a joke?

Inhabitant Type

D20	Inhabitant Type
1 - 5	Animal
6 - 18	Sentient
19 - 20	Special/Unique

For this table, an animal covers any base “normal” creature, a sentient is anything that is self-aware and special/unique covers any “monster” or other rare creature that may or may not be sentient in its own right.

Sentient

D20	Example Sentient Beings
1	Beast-folk
2	Centaurs
3	Dwarfs
4	Elf
5	Giant
6	Gnomes
7	Goblins
8	Half-Elf
9	Half-Orcs
10	Halflings
11	Hobgoblin
12	Humans
13	Kobolds
14	Lizardmen
15	Minotaur
16	Ogre
17	Orc
18	Plane-touched (minor)
19	Troll
20	Roll on Special/Unique Table

Class/Type

D20	Sample class type
1	Bandit
2	Cleaner
3	Cleric
4	Crafter/Technical
5	Cultists
6	Guard – Common
7	Guard – Elite
8	Healer
9	Kitchen Worker
10	Mage/Magic User
11	Mercenary- Long-term
12	Mercenary – Short term
13	Prisoner
14	Religious/Cult
15	Scout
16	Slave
17	Worker (entertainment)
18	Worker (food)
19	Worker (other/general)
20	Roll on [Profession] table in this chapter

Special/Unique

D100	Sample unique inhabitants
01 – 02	Abomination
03 – 04	Alien/Weird
05 – 06	Aquatic Sentient
07 – 20	Awakened [animal]
21 – 39	Brainwashed/Controlled [sentient]
40	Changelings
41	Clockwork [animal]
42	Demon
43	Dinosaur
44	Dragon
45	Elemental
46	Energy Being
47 – 50	Enhanced [animal]
51 – 53	Enhanced [sentient]
54 – 55	Experimental [animal] (gone wrong)
56 – 57	Experimental [animal] (successful)
58 – 59	Fae/Faerie
60	Fungus/Fungoid
61 – 62	Giant [Animal]
63 – 66	Golems/Constructs
67 – 68	Hybrid [Animal]/[Animal]
69 – 70	Hybrid [Animal]/[Sentient]
71 – 72	Hybrid [Sentient]/[Sentient]
73	Illusion/Spells etc
74 – 75	Lich
76	Liquid Being
77	Living Spells
78 – 79	Living Statues
80	Mind-Eater
81 – 82	Mutant [animal]
83 – 84	Mutant [sentient]
85	Plane based being
86	Plant based being
87	Sentient and Moveable Item
88 – 89	Summoned Creature
90 – 91	Undead (other mindless)
92 – 93	Undead (skeleton)
94 – 95	Undead (zombie)
96 – 97	Vampire
98 – 99	Witch
00	Unique/Ultra Rare lifeform

Morale

D20	Morale
1	Angry
2	Close to breaking
3	Debt Owed
4	Double-agent
5 - 6	Doubting
7	Flaky
8 - 9	Highest-bidder
10	Looking for an out
11	Loyal (mostly)
12	Loyal out of respect
13	Loyal out of fear
14	Loyal out of honour
15 – 17	Sell-out
18	Slave-mentality
19	Treasonous
20	Unbreakable

Training/Equipment Quality

D20	Training/Equipment Quality
1	Joke/non-existent
2 – 3	Very poor
4 – 6	Poor
7 - 12	Typical
13 – 15	Good
16 – 17	Very Good
18 - 19	Elite
20	World-Best



Animal

D100	Animal
1	Alligator
2	Ant
3	Anteater
4	Aardvark
5	Badger
6	Bat
7	Bear
8	Beaver
9	Bee
10	Beetle
11	Boar
12	Buffalo
13	Bull
14	Butterfly
15	Camel
16	Cat
17	Centipede
18	Chameleon
19	Chicken
20	Chimpanzee
21	Chipmunk
22	Clam
23	Cockroach
24	Cow
25	Crab
26	Cricket
27	Crocodile
28	Crow
29	Dog
30	Donkey
31	Duck
32	Eagle
33	Elephant
34	Falcon
35	Flea
36	Fly
37	Fox
38	Frog
39	Giraffe
40	Goat
41	Gopher
42	Gorilla
43	Hedgehog
44	Hippopotamus
45	Horse
46	Hyena
47	Ibis
48	Kangaroo
49	Koala

50	Leech
51	Lion
52	Lizard
53	Llama
54	Locust
55	Maggot
56	Meerkat
57	Mole
58	Moose
59	Moth
60	Orang-utan
61	Ostrich
62	Other Amphibian
63	Other Aquatic
64	Other Insect
65	Other Mammal
66	Other Reptile
67	Otter
68	Owl
69	Panther
70	Parrot
71	Penguin
72	Pig
73	Porcupine
74	Python
75	Rabbit
76	Racoon
77	Rat
78	Salamander
79	Scorpion
80	Sea-lion
81	Seal
82	Serpent
83	Sheep
84	Skunk
85	Sloth
86	Snake
87	Spider
88	Squirrel
89	Stork
90	Swan
91	Tiger
92	Tortoise
93	Turkey
94	Turtle
95	Vulture
96	Wasp
97	Weasel
98	Wolf
99	Wombat
100	Worm

Profession

D100	Profession
1	Actor
2	Alchemist
3	Animal Trainer
4	Apothecary
5	Archer
6	Architect
7	Armourer
8	Artist
9	Assassin
10	Baker
11	Banker
12	Bandit
13	Barkeep
14	Barbarian
15	Barrister
16	Bard
17	Beggar
18	Bishop
19	Blacksmith
20	Bower
21	Brewer
22	Builder
23	Butcher
24	Butler
25	Candle Maker
26	Captain
27	Carpenter
28	Cartographer
29	Cartwright
30	Cleric
31	Clerk
32	Constable
33	Cook
34	Courier
35	Diplomat
36	Dog Trainer
37	Engineer
38	Engraver
39	Entertainer
40	Farmer
41	Farrier
42	Fisherman
43	Forester
44	Fortune Teller
45	Furrier
46	Game Keeper
47	Gardener
48	Gatekeeper
49	Gem cutter

50	General
51	Gladiator
52	Glassblower
53	Goldsmith
54	Gravedigger
55	Groom
56	Guard
57	Guide
58	Healer
59	Herald
60	Herbalist
61	Hunter
62	Inquisitor
63	Jeweller
64	Labourer
65	Lamplighter
66	Leatherworker
67	Lore keeper
68	Mayor
69	Messenger
70	Midwife
71	Monk
72	Oracle
73	Playwright
74	Potter
75	Priest
76	Ranger
77	Rouge
78	Runesmith
79	Sadler
80	Sage
81	Sailor
82	Scholar
83	Scribe
84	Seer
85	Servant
86	Shepherd
87	Silversmith
88	Skinner
89	Smuggler
90	Soldier
91	Sorcerer
92	Stonemason
93	Tailor
94	Teacher
95	Trapper
96	Warrior
97	Watchman
98	Weaponsmith
99	Weaver
100	Wizard

Rooms

This section covers the basic of a room, in terms of what it looks like, how many walls it has, what doors and so on. For the function of the room, see the next chapter.

Exits

These are in addition to the door that was used to enter the room.

D20	Other Exits
1 – 4	0
5 – 8	1
9 – 12	1d2 (odds = 1, evens = 2)
13 – 14	1d3 (1d6/2 rounded down)
15 – 16	1d4
17 – 18	1d5 (1d10/2 rounded down)
19 – 20	1d6

Exit Location

Roughly speaking, where is each exit/door located? Multiple doors may be present on the same wall and could lead to the same element or separate ones.

D10	Exit Location
1	North
2	South
3	East
4	West
5	North-East
6	North-West
7	South-East
8	South-West
9 – 10	Direct opposite

For multiple doors on the same wall

D10	Lead to...
1 – 5	Same element
6 – 10	Separate elements

Shape

Most rooms are some form of geometric shapes, such as a square, rectangle or even a circle.

D20	Room Shape
1 – 19	[Geometric]
20	Irregular

If you don't want to randomly decide a square room is a good default shape to go with, you just then have to determine the size of the room as normal.

Room Corners

D20	Room Corner
1 – 15	Straight/Standard
16	Curved/Rounded - inwards
17	Curved/Rounded - outwards
18	Squared/Blocked
19	Other [Geometric] shape
20	Irregular

Room Edges

Otherwise known as the walls of the room. No matter the edge style, it still follows the rough shape of the room determined earlier.

D20	Room Edge
1 – 17	Smooth
18	Curved (inwards)
19	Curved (outwards)
20	Irregular

Materials

You may wish to roll for different wall materials for certain rooms, such as living quartz for the overlord having obsidian walls to help against magical scrying (even if not true in your world).

Room Types

This section covers the type of room your party has encountered.

Several things to keep in mind:

- The nature of the dungeon
- The location and terrain in which the dungeon is located
- The inhabitants, if any, who may live there
- Any accidents that may have occurred in the dungeon's past
- The acts of any inhabitants or invaders, such as blowing up a room, or using a powerful explosive to get through a locked door etc.

Contents

This gives you a rough overview of the rooms contents. This is in addition to anything that may be appropriate for the rooms type, such as a barracks having bunks, a kitchen having an oven and so on.

D20	Contents
1 - 2	"Empty"
3 - 10	Empty
11 - 19	Room
20	Room (Can roll on the expanded list if you get this option)

"Empty" rooms have something minor in there such as boxes or are being used as temporary storage. Empty rooms don't even have boxes, but they may have damage and plenty of dust or dirt.

"Empty" Details

Some rooms are more "empty" than others. These can be thought of as minor details, but most people would still call this room empty. [Room] means you need to make/pick form

D10	"Empty" contents
1	Abandoned [Room]
2	Boxes of junk
3	Clean, but empty
4	Destroyed/Damaged [Room]
5	Dust/dirt etc
6	Illusion
7	Refit/Refurbished [Room]
8	Repurposing (roll on room table twice to see what it was and what it will be)
9	Rubbish/debris
10	Temporary storage

Room type (common)

These are found in most dungeons, especially the so-called "classic" or typical ones.

D20	Common Room type
1	Barracks/Dorm
2	Bedroom
3	Bedroom (master/guest)
4	Exit to outside
5	Forge
6	Galley
7	Guardroom
8	Kitchen
9	Laboratory
10	Lair
11	Mine
12	Prison
13	Smith/Forge
14	Stairs
15	Storage
16	Temple
17	Tomb
18	Training
19	Trap
20	Vault

Room Type (expanded)

Randomly decide if you will on table 1 or table two then roll a d100.

D100	Room type table 1
1	Abattoir
2	Access (corridor)
3	Access (room)
4	Alchemy Laboratory
5	Altar
6	Amphitheatre
7	Antechamber
8	Armoury
9	Asylum
10	Atrium
11	Aviary
12	Bakery
13	Ballroom
14	Banquet Hall
15	Bar/Drinking Hall
16	Barracks
17	Bath
18	Bathroom (guest)
19	Bathroom (master)
20	Bedchamber (guest)
21	Bedchamber (master)
22	Bedchamber (minor)
23	Belfry
24	Boudoir
25	Brainwashing/Conversion
26	Breeding Chamber
27	Brewery
28	Bridge (rope)
29	Bridge (stone)
30	Bunker
31	Buttery
32	Casino/Gambling
33	Cave
34	Cavern
35	Cell
36	Chapel
37	Chasm
38	Cistern
39	Cloakroom (attended)
40	Cloakroom (unattended)
41	Cloister
42	Closet
43	Cold Room (chill)
44	Cold Room (frozen)
45	Coliseum
46	Conservatory
47	Court hall

48	Courtyard
49	Crematorium
50	Crypt
51	Depository
52	Divination Room
53	Dock
54	Dormitory
55	Dressing Room
56	Eating hall
57	Elevator (complex/advanced)
58	Elevator (simple)
59	Emergency Exit
60	Engineering Workshop
61	Entrance Hall
62	Exercise
63	Exit to the outside (secret)
64	Farm
65	Food Preparation
66	Forge
67	Forge (glass)
68	Foundry
69	Fountain
70	Foyer
71	Gallery (animal trophy)
72	Gallery (mixed/other)
73	Gallery (monster trophy)
74	Gallery (paintings)
75	Gallery (statues)
76	Games Room
77	Garden (abandoned)
78	Garden (tended)
79	Graveyard
80	Great/Grand Hall
81	Greenhouse
82	Guard post (empty)
83	Guard post (occupied)
84	Hatchery
85	Hideaway
86	Hold
87	Infirmary
88	Keep
89	Kennel
90	Kitchen
91	Laboratory (active)
92	Laboratory (arcane)
93	Laboratory (empty)
94	Labyrinth (complex)
95	Labyrinth (simple)
96	Labyrinth (standard)
97	Lair (animal)
98	Lair (monster)
99	Lair - abandoned (animal)
100	Lair - abandoned (monster)

D100	Room type table 2
1	Larder
2	Lavatory (clean)
3	Lavatory (in use/occupied)
4	Library
5	Library (Specialized)
6	Linen Room
7	Machine (various)
8	Master bedroom
9	Meditation Room
10	Meeting
11	Meeting Hall
12	Minaret
13	Mine (abandoned)
14	Mine (active - gems)
15	Mine (active - metals)
16	Mine (active - mixed)
17	Mine (active - stone)
18	Music Hall
19	Necropolis
20	Nursery
21	Observation (hidden)
22	Observatory
23	Office
24	Ossuary
25	Oubliette
26	Panic Room
27	Panopticon
28	Pantry
29	Park
30	Parlour
31	Pens
32	Pit ("bottomless")
33	Pit (deep)
34	Pit (shallow)
35	Pond
36	Pool (swimming)
37	Pool (water source)
38	Portal
39	Power generator (lifeforms)
40	Power generator (natural)
41	Prison (empty)
42	Prison (high security)
43	Prison (occupied)
44	Refectory
45	Refuse/Waste Processing
46	Repository
47	Sacrifice
48	Salon
49	Sanctum
50	Sauna
51	School
52	Secret [Room]
53	Sepulchre

54	Seraglio
55	Sewer Entrance
56	Sewing Room
57	Shrine (abandoned)
58	Shrine (active)
59	Sitting Room
60	Smith
61	Solarium
62	Sorting
63	Stables
64	Stairwell
65	Stonemason
66	Storage (drink)
67	Storage (empty)
68	Storage (food)
69	Storage (general/misc.)
70	Studio
71	Study
72	Summoning room
73	Temple
74	Testing Room
75	Theatre
76	Throne Room
77	Tomb (empty)
78	Tomb (filled)
79	Torture Chamber
80	Tower
81	Training (archery)
82	Training (general)
83	Training (martial)
84	Trap (dangerous)
85	Trap (deadly/lethal)
86	Trap (joke)
87	Trap (light)
88	Treasury
89	Turret
90	Vault
91	Vestibule
92	Void Chamber
93	Waiting Room
94	Walkway
95	War Room
96	Wardroom
97	Well
98	Well (dry)
99	Wine Cellar
100	Workshop (general)

Room Features

A Room Feature is something that, in addition to the expected items you would find in the various types, such as torture chambers having racks or a smith having a forge, is noticeable or present about the room.

Not every room would have one of these features. A good way to decide is to roll a d20 and if you get a 20, then it has a feature of some kind, with some examples below.

D20	Feature
1	[Damage] – Roll on the damage table in the Reference section
2	Alarm system
3	Alcove
4	Columns (octagon)
5	Columns (other)
6	Columns (round)
7	Columns (square)
8	Communication device
9	Crates
10	Decorative items, such as a map or picture
11	Divider (folding etc)
12	Paintings/pictures
13	Rubbish
14	Seating (extra)
15	Small vent
16	Split-level
17	Storage
18	Water delivery system
19	Window (external)
20	Window (internal)



Transitions

A transition is, for the purpose of this publication treated as something that takes you from one layer/floor/tier of the dungeon to another, or even to the outside world.

Type

What type of transition is present?

D20	
1	[Rare]
2	Elevator
3 – 4	Ladder
5 - 20	Stairs

Destination

The destination of the transition element is another way of saying where it leads you. Normally, it takes you to the next floor up or down, but a few will “skip” floors or even take you right out of the dungeon altogether.

The reference section has a table to help you determine if this is up or down the floors of the dungeon.

D20	Floor destination
1 - 14	1
15 - 16	2
17	3
18	1d3+3
19	Out of the dungeon
20	Nowhere/fake

Rare Transitions

D20	Rare Transition
1	Air Shaft
2	Chasm
3	Dumb-waiter
4	Elevator shaft
5	Emergency escape
6	Heat vent (active)
7	Heat vent (no- active)
8	Ladder (trapped)
9	Natural gap or hole
10	Pipe
11	Pit
12	Refuse chute
13	Sink-hole
14	Slide (down only)
15	Smoke hole
16	Teleporter
17	Ventilation
18	Waterfall
19	Waterwheel
20	Well shaft

Quirk

As with other elements, a 1 in 20 (20 on a d20 roll) is a good way of figuring out if a quirk is present or not.

D20	Sample quirk
1	Curved
2	Damaged
3	Direct
4	Enchanted
5	Fancy/ornate
6	Illusion
7	Irregular
8	Landing
9	Long
10	Narrow
11	One-way
12	Shallow
13	Short
14	Spiral - curved
15	Spiral - straight
16	Steep
17	Trapped
18	Unstable
19	Wide
20	Roll twice and combine

References

These tables can be used for multiple aspects, so rather than repeating them throughout this publication, they are gathered here in one handy section.

These will obviously not be suitable for use in conjunction with every table in this publication but will be useful when planning things out of helping you if you need to decide on some aspects for the various dungeon elements.

Applies to

When you need to figure out if a variation or other detail applies to the whole dungeon or just one element.

Connected = Elements are joined to at least one other.

Separate = Elements are separated by at least one other element that this option does not apply too.

D10	Applies to
1	Large Section (>10 elements) - connected
2	Large Section (>10 elements) - separate
3	Medium sized section (>4 but <10 elements) - connected
4	Medium sized section (>4 but <10 elements) - separate
5	Single element
6	Small section (<4 elements) - connected
7	Small section (<4 elements) - separate
8 - 9	Whole dungeon
10	Whole floor

Curve/Bend

Useful for when you need to know how much something curves, turns or bends.

D8	Curve/bend amount in degrees
1	0/360
2	45
3	90
4	135
5	180
6	225
7	270
8	315

This can be seen visually in the tables below, where X is the subject/viewer and 0/North is the direction they are facing.

Degrees/Direction				
	0/360			
	315		45	
270		X		90
	225		135	
		180		

Cardinal Directions				
	North			
	North-West		North-East	
West		X		East
	South-West		South-East	
		South		

Damage type

Useful when you know something has been damaged, but not what type.

D20	Damage type
1	Acid
2	Arcane
3	Bleeding/Blood
4	Blunt
5	Chemical
6	Cold
7	Divine
8	Electrical
9	Energy
10	Explosive
11	Heat/Fire
12	Holy
13	Impact
14	Mental
15	Physical
16	Piercing
17	Slashing
18	Sonic
19	Unholy
20	Water

Dimension Variation

You know something is different in size for this element when compared to the default, but what dimension has been altered? It's height, width depth or a combination?

D10	Dimension Variation
1	Height
2	Width
3	Length
4	H + W
5	H + L
6	W + L
7 - 8	All three

Geometric Shape

For when you need to know what geometric shape to use.

D100	Geometric Shape
01 - 10	Circle
11 - 12	Decagon (10 sides)
13 - 14	Heptagon (7 Sides)
15 - 20	Hexagon (6 sides)
21 - 22	Kite
23	Nonagon (9 sides)
24 - 25	Octagon (8 sides)
26	Parallelogram
27	Pentagon (5 sides)
28 - 59	Rectangle
60	Rhombus
61 - 88	Square
89	Trapezium
90	Trapezoid
91	Triangle (Acute)
92 - 96	Triangle (Equilateral)
97	Triangle (Isosceles)
98	Triangle (Obtuse)
99	Triangle (Right Angle)
00	Triangle (Scalene)

LTR or RTL

Is this element going left to right or right to left? Handy for corridors, odd-shaped elements, rooms or deciding what way something is moving.

D20	LTR or RTL
1 - 6	LTR
7 - 14	Middle/Straight on
15 - 20	RTL

Map Element Type

For when you need to decide what is behind the door or end of the corridor.

D20	Map element type
1 - 9	Corridor
10 - 11	Junction
12 - 20	Room

Material – Base type

For the majority of your descriptions, using terms such as stone or wood is enough. But occasionally you need to know more. Is that door made of Iron or Steel? Is the floor made of one type of stone or another?

This is when the other [Material] tables come into play. Some materials are obviously going to be more suitable than others as the situation demands.

D100	Material – Base type
01 – 20	Metal
21 – 30	Organic
31 – 35	Other
36 – 37	Precious – Gem
38 – 40	Precious – Metal
41 – 70	Stone
71 – 98	Wood
99 – 00	Something Else/Combined

Something else is for you to use as you wish – It can be a unique material, something weird and alien or a weird combination of two materials, such as a wood that acts like stone except when it can burn or a type of steel that resembles diamonds and so on.

Material – Metals

D20	Material - Metal
1	Aluminium
2	Brass
3	Bronze
4	Bronze
5	Cast Iron
6	Chrome
7	Copper
8 – 10	Iron
11	Lead
12	Magnesium
13	Nickel
14	Pewter
15	Steel
16	Steel
17	Tin
18	Titanium
19	Tungsten
20	Zinc

Material – Organic

D20	Material - Organic
1 – 2	Bone
3	Fur
4	Fur (thick)
5	Fur – Treated
6 – 8	Hide
9	Ivory
10 – 11	Leather
12	Leather (monster)
13 – 14	Leather – Treated
15	Plant – Dead
16	Plant – Living
17	Scales
18	Scales
19	Shell
20	Skin (humanoid)

Material – Other

D20	Material - Other
1	Beads
2	Bone – Fossilised
3	Cardboard
4	Ceramic
5	Cloth
6	Cloth
7	Cloth – Silk
8	Crystalline
9	Glass – Clear
10	Glass – Clear
11	Glass – Frosted
12	Glass – Frosted
13	Obsidian
14	Paper
15	Paper
16	Paper - Treated
17	Papyrus
18	Petrified Wood/Plant
19	Unknown Fabric
20	Unknown Material

Material – Precious Metals

D20	Material – Precious Metal
1	Dragon Steel
2	Dragon Steel
3	Electrum
4	Gold
5	Iridium
6	Mithril
7	Osmium
8	Palladium
9	Palladium
10	Platinum
11	Rhenium
12	Rhodium
13	Ruthenium
14	Silver
15	Silver
16	Star Iron
17	Star Iron
18	Stirling Silver
19	Stirling Silver
20	Blend (roll twice and combine)

Material – Precious Gemstone

D20	Material - Gemstone
1	Amber
2	Aquamarine
3	Bloodstone
4	Coral
5	Diamond
6	Emerald
7	Garnet
8	Jacinth
9	Jade
10	Jet
11	Lapis Lazuli
12	Onyx
13	Opal
14	Pearl
15	Peridot
16	Quartz
17	Ruby
18	Sapphire
19	Topaz
20	Turquoise

Material – Stone

D20	Material - Stone
1	Alabaster
2	Feldspar
3	Granite
4	Granite
5	Granite
6	Haematite/Hematite
7	Limestone
8	Limestone
9	Marble
10	Marble
11	Marble
12	Marble
13	Mica
14	Pumice
15	Sandstone
16	Sandstone
17	Sandstone
18	Serpentine
19	Slate
20	Travertine

Material – Wood

D20	Material - Wood
1	Acacia
2	Ash
3	Aspen
4	Beech
5	Birch
6	Cherry Oak
7	Chestnut
8	Elm
9	Fir
10	Hickory
11	Larch
12	Mahogany
13	Maple
14	Oak
15	Pine
16	Poplar
17	Spruce
18	Sycamore
19	Teak
20	Willow

Mirrored

Used when you needed to determine if something is being presented “normal” or if it has been reversed, i.e. mirrored. This can apply to presents, junction or anything else that might warrant it.

D20	Mirrored
1 – 18	Normal/Standard
19 – 20	Flipped/Mirrored

You may also wish to determine the axis along which something has been mirrored/flipped. Some axis may be more appropriate than others. In which case, you can roll on the dimension variation table listed above, but you may find that sticking to the base dimensions and not using the combined ones are more suitable for use.

Quality

Suitable for many aspects and covers a wide range of uses.

D20	Quality
1	Falling Apart
2	Broken
3 – 4	Damaged
5 – 6	Weathered
7 - 14	Good/Average/looked After but used
15 - 16	Clean/minor damage
17 – 18	Very Good
19	Pristine
20	Perfect/Brand new

Residents

For when, or if, you need to decide if there is anyone in the room.

D20	Residents
1 – 5	Empty
6	Minor insects or vermin
7 - 15	Inhabited (appropriate)
16 – 20	Inhabited (non-appropriate)

If the room is classed as “empty” or empty, then any inhabitants are treated as non-appropriate.

A non-appropriate resident is an animal or sentient that, based on the type of room, is not meant for that location, such as a blacksmith in a kitchen or a seer in the barracks.

Smoothness

Used when you need to know if a material, floor, wall or other surface is smooth or not. A smooth floor, for example, is much easier to traverse when compared to a rough or broken one. A jagged wall has many places to catch your clothing or get injured on.

D20	Smoothness
1 – 2	Bumpy
3 – 4	Chaotic/No discernible pattern
5 – 6	Jagged
7 – 13	Straight/smooth for the most part
14 – 20	Straight/smooth

Size - Base

Used when you need to determine the base size of something. Remember that the sizes are listed in abstract sizes for comparison and adaptability - can be in meters, feet whatever - just stick to the same format throughout your design and descriptions.

Some things should be naturally smaller than others, in which case you should make the roll on the table with a d5 (a d10/2 rounded down)

D10/D5	Size - Base
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100

Size - Variation

There are two tables here to determine size variation of an element. Use whichever you feel like using or randomly decide between the two.

Simple Size variation

D20	Size Variation
1 – 2	Half
3 – 4	Quarter
5 – 6	Double
7	Triple
8 – 20	None/standard

Expanded Size Variation

D20	Expanded Size Variation
1	25%/quarter of the base size
2	33%/third of the base size
3	50%/half the size
4 – 5	66%/two thirds the size
6 – 7	75%/3 quarters
8 - 10	Standard/normal
10 - 11	25%/quarter larger
12 – 13	33%/third larger
14 – 15	50%/half larger
16 - 17	66%/two thirds larger
18	75%/3 quarters larger
19	Double sized
20	Triple size

Up or Down

Used when you need to know if something is going upwards or downwards from your current position.

D20	Up or Down
1 – 10	Down
11 - 20	Up

Examples

Rather than going through every possible example and table, this section will give you sample outputs on what is possible with this publication.

To keep things simple, all details apply to all relevant elements equally throughout the dungeon.

Basic Details

Name

The White Belfry of the Predator

Purpose

Original purpose – Military Outpost
Current purpose – Lair
Location - Valley

Basics

Units used – Feet
Ceiling type – Domed (Concave)
Base Corridor details
 length – 30 feet
 width – 10 feet
 height - 10 feet
Base room size – 100 feet
Default room shape - square
Floor – Smooth Stone
Walls – Soft Wood (treated)
Number of levels - 5
Quirk/Feature - None

Doors

Material – Metal (iron)
Status – Closed (unlocked)
Door Type - Standard
Lock security – Above average
Lock status – Locked & sticking
Lock type – Multi-point
Shape – Circle

Ambience

Heating Source – Open fires/flames
Temperature – 20 degrees Celsius
Humidity - 40
Lighting Source – Technology
Light level - Bright

Rooms

Room shape – Square
Typical exits per room – 3
Corners – Square
Edges – Curved outwards

Inhabitants

The White Belfry has a mixture of sentient and non-sentient creatures that call it home. As it's being used as a lair, one creature needs to be determined as the lair-creature and can be considered to be the one in charge or ruler of the dungeon.

Non-sentients

Chimpanzees

Sentients

Species – Kobold Guards
Morale – Will work for highest bidder
Equipment/Training - Elite

Ruler

Decided to roll on the Special Inhabitant table to find out just what has claimed this place as its home.

Ruler - Vampire

Room & Corridor examples

Let's say you have your dungeon layout mostly planned, but you need to know what is behind a few doors.

Deciding to roll for each element, you come up with the following behind each of the 5 doors you have left over with nothing behind.

Door #	What's behind the door?
1	Room - Temple
2	Corridor
3	Corridor
4	Room - Gallery
5	Room - Forge

#1 – Temple

The temple is twice the base size, with no other entrance and is currently inhabited by the kobolds praying to their deity.

There is an odd smell in here, in addition to the kobolds. You think it might be a type of incense.

#2 – Corridor 1

This corridor goes on for 60 feet. At the end, it turns right 90 degrees and goes on for another 60 feet. There are 4 more doors in this section. There is nothing at the end of this section except for a wall.

#3 – Corridor 2

This corridor goes on for close to 100 feet and curves to the left for about 45 degrees. At the end of it is another junction – A T-junction. There is no other door along this section apart from the one you entered this corridor from.

#4 – Galley

This galley is three times the standard size but is much longer than it is wider. There is one entrance at the far east end (entering from the west) and there is obvious sign of arcane damage all along the north wall.

#5 – Forge

This forge, in a room double standard size has been long abandoned, yet is could return to being fully functional quite quickly. There is only one entrance to this room and it is the one you entered from.

You find several rodent nests within the forge area, but nothing else.

As you can see, with Corridor-1 and the Galley, there are more doors which in turn could lead to more areas of the dungeon to explore.

Pre-set Layouts

You may find putting together combinations of rooms/corridors and so on, giving them a name or designation and using those will help speed up the process.

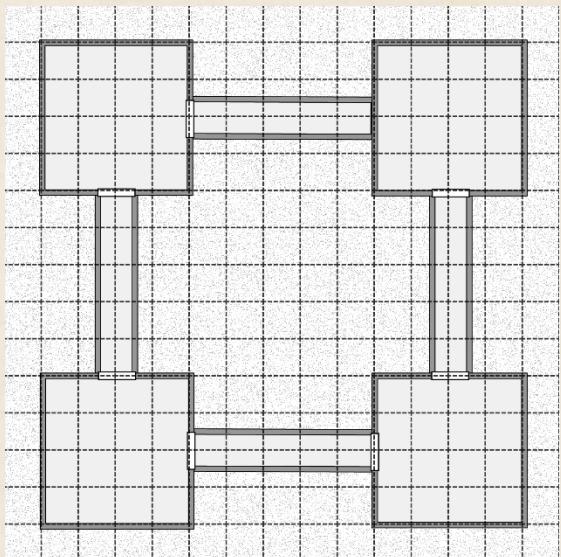
These don't have to be fully detailed, just showing you a layout of corridors, doors, rooms etc, which you can populate and expanded on.

Once you have created a pre-set you can use it again and again, giving a dungeon a uniform layout and saving time for future creations. You can use the same pre-set multiple times and introduce some variation by rotating or flipping it.

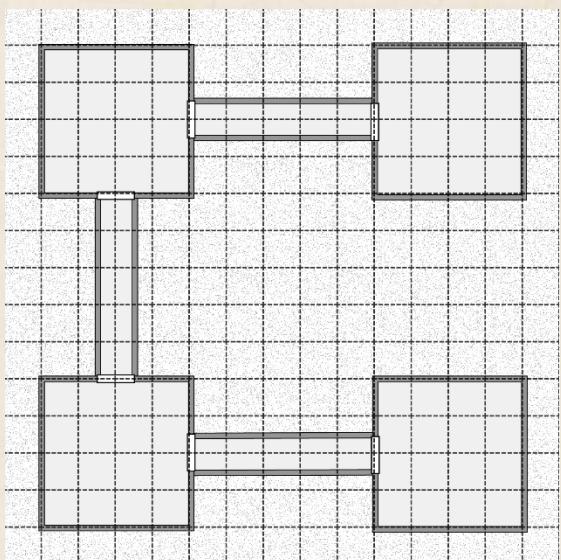
Some examples of this are shown below, with more being planned for a future supplement. One tip that is recommended is to give each pre-set layout a handy to remember name, such as the "Circle Junction" or similar. This can help your players and yourself when mapping and planning where things will go.

The examples shown all share a common theme of four square rooms linked together in various ways. Extras features such as doors and so-on can be added where needed.

1 – Four Squares

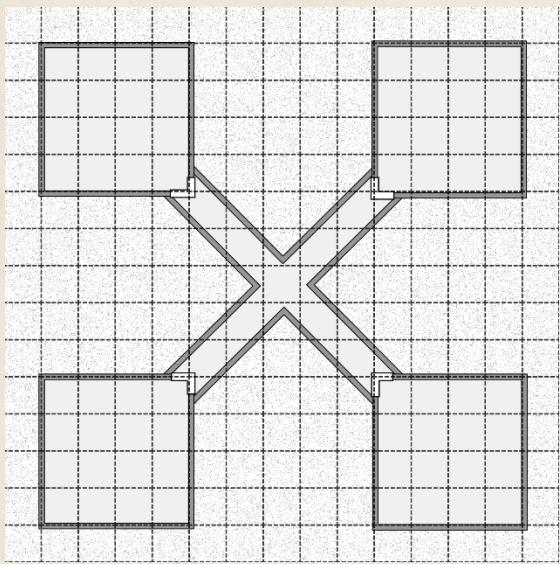


2 – C Cluster

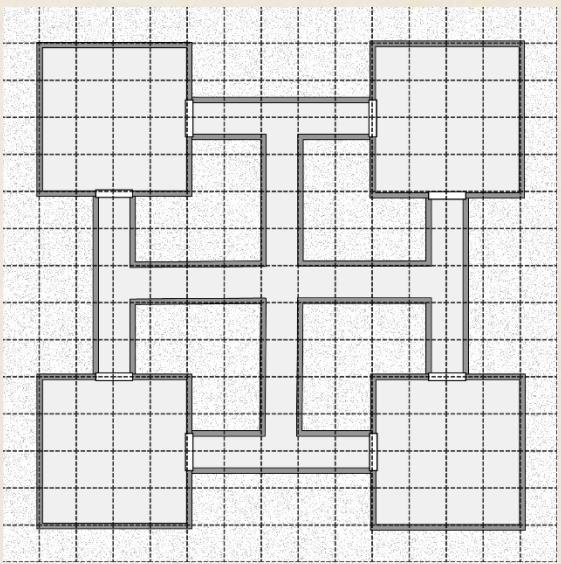


#	Name
1	Four Squares
2	C Cluster
3	Diagonal Corridors
4	H Cluster
5	Figure 8
6	Arrow

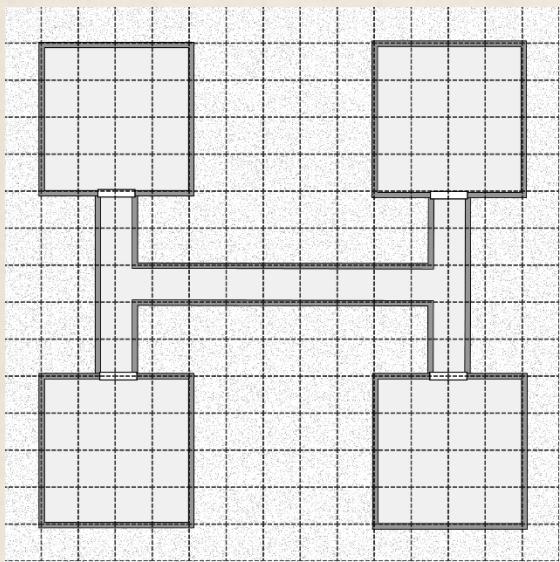
3 – Diagonal Corridors



5 - Figure 8



4 – H Cluster



6 - Arrow

