

LEXICON OF EDGESONS



Ennead Games



Preface

Congratulations on your decision to purchase this handy dungeon builders guide. Soon the dungeon-less void in life will be filled!

No longer will you have to find somewhere to put all those pesky heroes who claim they are simply "looking for treasure".

That treasure belongs to you..you acquired it, what right do they have to try and steal it!

You may need somewhere to work out your famous experiments that will benefit the whole world or you may just want somewhere to go and have a laugh with your orc friends and chill out with a cup of blood wine and watch the silly heroes fight the way past your walls and eventually get eaten by the ravenous beasties!

Whatever you have planned I'm sure you'll find the information you need in here!

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Introduction

Golden Rule:

Only use what is fun!

Designers Note:

There are a lot of rules & charts presented here. There are there for those who wish to use them. If you find that working out the precise cost of building a dungeon is boring, then simply don't use them!

RPG games are meant to be fun! They are here so if you want a standard format for dungeons in your game you have one.

It's a series of frameworks and ideas, to help start you off on your dungeon creation path.

If something doesn't work for you and your gaming group, then feel free to either modify it or don't use it.

D20 DC Ratings

Although this system is primary designed for use in any RPG system, the D20 system is a convenient starting block and easy to work & convert from. The DC, or Difficulty Class, is a handy measure to show just how hard a task is.

For those not familiar with the D20 DC system, they are presented here in a series of rough guidelines;

Difficulty	DC	Base %
Very Easy	0	95
Easy	5	80
Average	10	55
Tough	15	30
Challenging	20	20
Formidable	25	10
Heroic	30	5
Near Impossible	40	1

Examples:

0 = Notice something large in plain sight

5 = Climb a knotted rope

10 = Hear an approaching guard

15 = Rig a wagon wheel to fall off

20 = Swimming in stormy water

25 = Open an average lock

30 = Leap across a 30-foot chasm

40 = Track a squad of orcs across hard ground after 24 hours of rainfall

As you can see, at the higher levels, you might just need some help (from modifiers from spells, ability etc.) to actually have a chance at success.

Authors note:

Although this product is designed for GM's, players are welcome to have a look. After all, the design of the dungeon is ultimately up to you.

Also, you could have some fun with them, let them see your plans. It's not YOUR fault if they no-longer match what has been built. Ask any architect, plans very rarely go exactly as they are when it comes to construction.

Throw in a few extra traps, move the rooms round slightly, or if your evil levels are feeling quite high, make the plan look nice and safe, but the REAL dungeon a death-trap. But give them fair warning first that something is not quite right. If they still proceed ahead, well, that their fault not yours.

Then laugh like the evil Overlord you are.

Building a Better Dungeon

"Never build a dungeon YOU can't get out of."

Terry Pratchett

What is a Dungeon?

At its most simplest, a dungeon is an underground environment. But, as you've guessed, they can be a lot more.

There is an argument that strongholds and dungeons could be considered to be the same thing. Some people believe that a dungeon is basically a stronghold below ground and vice versa. Some dungeons can be considered strongholds yes, but not all strongholds work as dungeons.

The theme of a dungeon can also make it easier to populate, decorate and generally make it easier to decide what is going on.

D10	Type	Notes
1	Abandoned	Roll again to see what is was before, re-rolling a 1
2	Fortress	
3	Home	Mostly Humanoid types
4	Lab	
5	Lair	Non-humanoid types , like dragons etc
6	Maze	
7	Mine	
8	Prison	
9	Temple complex	
10	Treasury/Vault	

Abandoned

As the name suggests, this dungeon has been abandoned. Yeah, something was here once, but it may not have completely gone away...

Some question you may wish to consider when using this type of dungeon;

- Who used to own or rule this dungeon?
- When was it abandoned?
- Why was it abandoned? Some suggested reasons;
- A threat was made to leave
- A more powerful force is on its way to claim the dungeon
- A natural disaster is tearing the dungeon apart
- The resources that the dungeon exploited have run out.
- The dungeon is not really abandoned, just appears that way
- A disease wiped out all the residents
- Is what caused the dungeon to be abandoned still occurring? Or about to repeat?
- Is the previous owner coming back anytime soon to reclaim what they have lost?
- Did the dungeon have any defences, and are they still active?
- What resources are left?
- Has the dungeon been taken over by wildlife or plant life?

Fortress

Simply put, this place has been built for defence. They tend to have thicker walls, especially on the outside. More patrols and guard posts. A barracks, some training rooms and plenty of troops. Probably some kind of offensive weapon system as well.

When making a Fortress you need to be aware of;

- The major entry and exit points
- What troops do you have?
 - How much space & resources do they take up?
 - How well armed are they
 - What kind of armour do they have?
- What defences does the dungeon have?
- What weapon systems does the dungeon have, if any? How powerful are they? How reliable is the system?
- How thick are the walls? What are they made from?
- Can the doors sustain a decent assault or will they break after a few minutes.
- What is the fortress here for? Is it defending something?
- Is the fortress part of a greater defence system or simply on its own?

Home

On occasion a dungeon is simply a place to live. Whilst not the same as a lair, a home does share some similarities to one. They can be on the small size, some even have just one being living within, but that's not the standard.

- Who lives here? Why are they here?
- How well furnished is this home?
- Do they have any servants? How are they treated?
- Does the owner have any hobbies that make use of this dungeon?

Lab

A Lab is a place used for experiments. Some of what can be found here are dangerous, disturbing and sometimes exciting. Some are used by mages, other by foul necromancers creating undead abominations.

- What is the lab's main purpose?
- Who runs this dungeon?
- Why are they here and not in more civilized areas?
- Are any prisoners here being used as test subjects?
- Are any results of the experiments being done found here? What are they?
- What resources are being used? Is there a library of forbidden knowledge?

Lair

Here be dragons!. No seriously. These sort of dungeons are normally home to some very big, very nasty creatures and their servants. This dungeon is sometimes literally built around them. The creatures here can be very powerful, and generally don't like visitors. Good thing is that there is normally some good loot to be found here as well

- What creature(s) reside here?
- Why is their lair here?
- Can the creature leave the dungeon? If so how can they do it and how often? Why does it leave?
- Is this area regularly attacked or is it unknown?
- What is their food source? Where is it kept? How often do they eat?
- What do they do with intruders?
- Any prisoners here?
- What kind of treasure can be found here, if any?

Maze

Some consider this to be a variant of the Vault type, but generally a Maze Dungeon is more designed to distract and disorientate. They tend to be heavy on illusions and false walls. The reasons for building them are numerous

- How complex is the maze?
- Can the maze be solved by normal means?
- Do the residents have a way of bypassing the maze effects? If so how?
- Does the maze lead anywhere, like to another dungeon?
- Are there any traps or illusions?
- Is there anyone, or anything, else trapped in the maze?
- Can anyone trapped survive for extended periods of time? How would they survive?

Mine

A Mine type is where the inhabitants are digging into the dirt and rocks to find anything of value. Some are set up for slave workers, other use magic users or other fantastic creatures to get at the valuables they are after.

- Is the mine still active?
- What resources is the mine exploiting? Why are they mining this resource?
- What workers, if any, are within the mine? Are they loyal or slaves? Are there any slave masters?
- Is the mine safe or unstable?
- Are there any..things...within the mine that might object to its home being exploited?

Prison

Where a Vault and Maze is designed to keep people and those sneaky hero's out. A Prison is designed to keep one or more creatures in! They seem to have a high ratio of traps, guards and other defences.

- Is there one prisoner here or many?
- Why are the prisoners here?
- How long are they here for?
- How are the prisoners being kept captive?
- What is in place to prevent them from escaping?
- Are they looked after? Are they provided with food or medical care?
- Are they being tortured? If so why?
- How far away is the dungeon from civilization?
- What measures are in place if prisoners do manage to escape?

Temple Complex

A Temple complex is dedicated to a god, demon or other being. Most the time this entity has a great amount of power, so taking these rather fetching gems from the altar is probably not a good idea. Services are conducted here in active temples, with residents being priests and other member of the holy order.

- Is the temple dedicated to one or multiple entities?
- Are services & rituals conducted here? If so how regular and what type?
- Are there any members of a holy order here?
- How is the temple viewed by other residents?
- Are the residents followers of the entity(s) worshiped here?
- How well decorated and furnished is the complex?
- Is the area considered holy or unholy?
- Has the area simply been built on an older site of another deity?

Treasury/Vault

In many ways, the treasury is the opposite of a prison. They have about the same level of security but are designed for keeping people out. Within them can be the a great deal of treasure and loot, you just have to get to it..then get it somewhere safe

- What is the main defence system?
- What guards are there?
- How much is the treasure worth?
- Why is the treasure here?
- Is the treasure in one location within the dungeon or spread out?

Something you may wish to bear in mind is that treasure actually does take up space, one of the reasons that gems are so popular. Even in an Unrealistic dungeon having a million gold bars in something the size of a pantry is, unless there is some serious magic involved, a major stretch of the imagination.

There are many standard's used by various races for the size of their coins and precious metal bars.

One of the most typical is the 1 kilo bar. This can be applied to all the precious metals used and stored in your dungeon. Their size is 4 1/2" x 2" x 3/8" so you can imagine how much space 10,000 gold bars will take up and how much it will weigh!

Types of valuable treasure you may find in a vault are:

- Bars & Slips of metal - Smaller bars
- Coins of various denominations
- Bonds or paper type money
- Land Deeds & Promisary Notes - Basically an IOU for a service
- Gems, mainly cut and polished ones
- Personal Items that the vault owner values
- Fake items designed to mislead anyone who breaks in
- Items of power that are worth too much to keep in any geneal areas
- Valuable books
- Very Rare or possibly unique resources, such as Star Metal or Dragon Blood

Viable v Unrealistic

Viable dungeons are, within reason, realistic. They have room for the appropriate creatures, there's food for them, the traps are not so dangerous they kill who they are protecting etc.

Some things you will need to consider for viable dungeons are;

- Food & water sources and storage
- Sleeping arrangements
- Disposal of waste - Where does it go?
- Ventilation
- How has the dungeon been constructed? Where did the funds come from to pay for it?
- How carefully was the dungeon constructed?
- Who lives here now? Why are they here?
- What lighting is used? Do they give off any fumes?

The main disadvantage with Viable Dungeons is they take a lot more time & space to handle, plus more work for the GM.

Danger Levels

Flat danger levels are the same throughout the dungeon. They don't get any more dangerous the deeper you go, but likewise, they can be VERY dangerous as soon as you set through the front door. These are best suited to small dungeons, normally only one floor.

Progressive dungeons get more dangerous the further in, or the deeper you go. The main advantage is that you can set up a system so that the creatures are tied into floors. EG. On floor 2 the rating of anything you encounter is 2, on 3 its 3 etc.

Random dungeons are, as their name suggests, random. One room could have a weak kobold with a cold but in the next room could be an Elder Red Dragon.

Building a Dungeon

So you've decided you wish to build a dungeon from scratch, rather than risking taking over an occupied one or rebuilding a damaged one.

Here is some information that may be useful to you. Of course if you don't wish to heed our advice and simply go ahead and try to build one without planning it out?

Well, let us know how that one works out...

Standard Sizes

It helps having a standard size for your corridors, rooms whatever. It makes it easier to plan and both a time saver for GM's and players alike, as you can simply say what is different about the area.

e.g. "This room is standard size, but there is a bit of the north wall missing..."

Depending on the inhabitants of your underground creation, your standard sizes may vary.

The Lexicon of Dungeons assumes the following standards:

- The inhabitants are roughly human sized
- Corridors are 10' feet wide and 10 feet high.
- A standard room is 30' width by 30' length by 10' high.
- Doors are either 5' or 10' wide and made from wood. They can either be locked or not. There is a flat 50% chance of either. They have a hardness of 5 and hit points of 10.

These steps can be done in different orders if so desired and are presented here to show you the steps a typical Dungeon Overlord has to go through to get his dungeon designed and built. Steps 3-5 can be done at the same time.

Each listed step has its own section, but a brief overview of the process is listed here.

- Step 1: Find a Location
- Step 2: Either obtain "permission" or a permit.
- Step 3: Clear out the area
- Step 4: Plan your dungeon
- Step 5: Obtain Materials needed
- Step 6: Construct your dungeon.
- Step 7: Populate your dungeon.
- Step 8: Deal with day to day problems
- Step 9: Expansion
- Step 10: Moving on...

Step 1: Find a Location

This step, for many a prospective dungeon overlord, is the most crucial. Deciding where you are going to place your little construction can make the difference between a soon to be pile of rubble and a thriving mega-complex that the very name of strikes terror into those for miles around.

Some of the different factors you may wish to consider are;

- Distance from Civilization - Too close has as many problems if not more than too far.
- Distance from raw materials
- Can location physically support construction?
- For example would you build a dungeon in a swamp and have all your workers drown?
- If you are building on the plane of Fire, for example, are your materials suitable?
- Defences - Is the location defendable?
- Organic Resources & Maintenance - How are the guards and other inhabitants going to survive there?

Can't decide where to build? Roll the dice and look below for some ideas

D12	Location
1	Aerial
2	Cave system/Underground
3	Desert
4	Island (Natural or artificial)
5	Jungle/Woodland
6	Mountain
7	Plains
8	Planer (either in another named plane or its own pocket dimension)
9	Volcano
10	Tundra
11	Underwater
12	Urban

Each of these locations has their own advantages and disadvantages. For example, an underwater base is hard to find, but likewise has the risk of being flooded.

Step 2: Either obtain "permission" or a permit

Some rulers, for some odd reason, take exception to random beings turning up and starting to build dungeons and digging around outside their front door can upset them.

Permissions can be granted for many reasons, such as;

- In return for NOT attacking the local rulers.
- As simply a gift.
- A secure location for people to go in times of danger.

Permits are very similar, but are controlled by the state. They sometimes have a "admin fee" attached to them and quite often you have to reapply after a certain period of time has passed.

This method is favoured by bureaucratic and lawful rulers as they can use it to perfectly justifying taking the dungeon away(or attempting to) from the builder.

"Oh I'm sorry; the proper 5-b-Dungeon Renewal form wasn't delivered to the king's office by midsummer day. I'm afraid we'll have no choice but to confiscate your little hidey hole in the name of the king...."

They do have an advantage in that if something goes wrong from the outside, you can call on your overlord /master/landlord for help, but don't do it too often or your permit may be revoked.

Of course if you are out of the way on say, your own deserted island, or you simply do not give a flying monkey what the locals think, then the next step for you is simply deciding where to build your little home.

Step 3: Clear out the area

This, for some Dungeon Overlords, can be the most fun, or, the most vexing. You need to clear the area so building can go ahead. After all there is a small chance that location has undesirables already within it. This does not mean just creatures. There may be opposition from the local population or even the environment itself may resist your efforts to, shall we say, pacify the area.

Step 4: Plan your dungeon

There are few, if any Overlords who can make a dungeon at the drop of a hat without thinking about it.

Those who have that level of power, well, generally don't need to make a dungeon in the first place

Very few, if any, rooms should be completely empty. Even if they are filled with rubble from a cave-in, or

a decaying body. Think about it, how many rooms in your house are simply empty?

Keep in mind who lives there. A Dungeon designed for giants is not going to be the same as one designed for goblins or vice versa. It would clog up the privy for a start.

The ones who built a dungeon are not always the same ones who now live there.

Using squared or graph paper can help with the planning for costs and grids make it easier for movement. Dungeon tiles can be helpful in saving time in planning as they can be moved and placed before you settle on the layout you want.

Assumptions

(size of "blocks" door, height etc.)

When designing a dungeon it's a good idea to have a set of "Standard" features. This makes mapping easier and saves having to describe everything about each room, corridor, door etc. It also has the added bonus of making non-standard features stand out more e.g.

"Wait!..this door is over 3 times the size of all the others...this can't be good....."

Some assumptions you may wish to decide now are;

- Materials for the walls - The thickness of the walls could be important as well.
- Doors - Size, shape, materials, locks etc.
- Corridors - height, width, length are all things you need to consider.
- Flooring - What is the floor made from? Is there a pattern to the floor?
- Lighting - What is the light used? How bright is it?
- Ventilation - How can air get into the dungeon? Is it made by some magical or technological means

Materials Used

Sadly, you actually have to use materials to build a dungeon, even if they are conjured out of the ether by spells or gifted to you by your lord and master.

It assumed that the following costs are for an area 10' by 10'. If you are not using a costs system for your dungeon, then knowing how much damage the doors and walls can handle will help when designing what goes where.

Walls

Type	GC Cost	Dam DC	Hardness	Dur.
Brick	50	35	8	90
Brick Superior	60	40	8	95
Brick Reinforced	100	45	8	180
Stone Worked	150	50	8	540
Stone Unworked/Cave	110	65	8	900
Iron	50	40	10	100
Paper	5	1	0	1
Wood	10	20	4	70
Magically Enchanted	X 5	+20	+2	X 2

Cost is the cost to make/carve/dig out for your dungeon. This includes all supports, disposing of the materials and covers any breakages. Cost is in GP. This is for one square worth of wall.

Damage DC is the DC of how difficult it is to damage the wall.

Dur. Is Durability. It is the Hit Points of the wall.

Hardness is subtracted from any damage dealt to the wall

Floors

Floor	GC Cost	Damage DC	Hardness	Dur.
Flagstone (normal)	10	50	8	500
Flagstone (uneven)	5	40	8	400
Stone (smooth)	20	60	8	500
Stone (natural)	15	50	8	400
Rubble (light)	5	40	8	300
Rubble (dense)	10	30	8	200
Wooden (normal)	10	20	5	150
Wooden (treated)	15	20	5	200

Cost/Durability etc. is the same as for walls.

Generally floors aren't worth damaging, but some enterprising explorers may decide to tunnel through the dungeon. It can be done, but it can be dangerous. After all you never really know where you are digging into.....

Quality [optional rule]

The quality of a dungeon [DQ] can determine the outcome of some other dungeon features.

Level	QR	Notes
1	-5	Probably falling apart
2	-4	
3	-3	
4	-2	
5	-1	
6	0	Assumed default for most dungeons
7	1	
8	2	
9	3	
10	4	
11	5	Possibly unique to the world

The bonus, or penalty, applies to various factors within the dungeon.

- Overall cost and construction times are multiplied by this amount, if that rule is being used
- The DC on locks & doors is increased by this amount
- The DC/CR on any traps within the dungeon.
- Spot/Listen checks (for the inhabitants due to poor lighting, dodgy flooring)

Generally, use the level 9 spell of "Common Sense" to determine what is appropriate.

What? You don't have that spell?

Step 5: Obtain Materials needed

You can acquire these in many ways

- Steal them from the construction yards
- Simply mine the mountain out from under those pesky bearded psychos, also known as Dwarfs
- Chop down the wood you need from that handy forest over there. Caution: Elves tend to get a bit upset when you do this for some reason. Why? Who knows..they are Elves.
- Threaten your vassels that you be evil unto them unless they provide what you desire
- Ask your lord nicely to see if he can spare anything. If you need a sweetener, promise to name a dungeon feature after them. Flattery works wonders here.
- You may have spells that allow you to create the materials, but these have risks as well to bear in mind.

Of course you could always...purchase them as well, but that's not really evil now is it...no not even if you haggle.

Step 6: Construct your dungeon

Now i am going to assume that you are not going to build this yourself, and that you have access to materials and, shall we say, assistance.

Construction Time [optional rule]

The time taken for the construction of the dungeon is:

Overall Cost / 20 = Construction time in build hours.

This is not just building time, but factors in acquiring the materials, bargaining, threatening to drop the local baron into a pit of live scorpions to provide the work force etc.

The construction time can be a deciding factor for many Overlords. If you know it will take weeks to build

- Ways of speeding construction
- Increased Wages
- Increased threats
- Reduced quality of materials and construction
- Use faster creatures or even undead (They work hard but do tend to smell a bit and bits can drop off) or elementals.
- Not caring about the safety of your workers...they can always be replaced
- Not have any traps and/or advanced defences
- Get your hands on some advanced spells

Step 7: Populate your dungeon

As much as you might like to keep your impressive dungeon to yourself, sooner or later you are going to need underlings to do your bidding.

Some example creatures and why you may wish for them to be in your dungeon are;

Creature	Reason
Demons	Dangerous to summon but a great source of knowledge
Elemental	Costly to summon and control but good with construction
Goblins	Smarter than Orcs, but smaller and weaker
Golems	Powerful, doesn't sleep, but they have a tendency to do exactly what you say
Kobold	Good at being scouts, but not very loyal
Orcs	Make good grunt troops, but a bit aggressive
Trolls	The regeneration ability is always handy, but fire is no good for them
Undead	Don't Sleep, hardy, but can smell and easy for some clerics to dispose of

Decorating your dungeon is sometimes done as part of this step as well. You may decide to have your dungeon all one style or spend the time and money giving each room its own feel and design.

Step 8: Deal with day to day problems

This covers anything, from explorers from northern lands looking for treasure, to exploding toilets and more.

A true Overlord is flexible, can think on their feet, and ultimately knows what's going on in their play pen.

For GM's who need some random events to help spice up things, here's some examples below. They won't happen every day, but a week without an event occurring is considered quite rare.

D20	
1	Act of the Gods
2	Assassination attempt
3	Captured Someone
4	Cave-in
5	Escape
6	Experimental Failure
7	Experimental Success
8	Explorers
9	Explosion
10	Holiday
11	Invasion
12	Murder
13	Offer of Service
14	Omen
15	Resource Found
16	Resource Lost
17	Stolen
18	Treasure Found
19	Visitor
20	Wandering Creature

Act of the Gods

Something really weird and random happens

Assassination attempt

Someone or something has tried to kill you!

Captured Someone

Your minions have captured a prisoner? Who are they? Why are they in your dungeon?

Cave-in

Part of the dungeon caves in and the walls collapse. Was it sabotage? Dodgy construction or something else?

Escape

A prisoner or resident has escaped their confinement and making their way to the nearest exit.

Experimental Failure

This time, something has gone wrong. Badly wrong.....

Experimental Success

Something has gone right in your labs..but what?

Explorers

A group of explorers stumble across your dungeon. Why are they here? Are they a scout party for a larger invasion force?

Explosion

Something in the dungeon has exploded? Was this supposed to happen? What damage did it do?

Holiday

An important day of fun and feasting? A day to work your minions extra harder?

Invasion

Your dungeon is under attack!

Murder

Your minions are being killed off one by one

Offer of Service

A powerful NPC or creature needs a place to stay and in return will help you

Omen

A raven has been found dead at the door? A blue flame appears? What could it mean?

Resource Found

A very valuable mineral or gem has been found under your dungeon. Who might want it? Is it magical? How can it be used?

Resource Lost

The water supply has been cut. The food supply has been poisoned. Is this natural or the work of someone else?

Stolen

Something valuable has been stolen! It could be an important book, or a unholy artefact needed for a ritual

Treasure Found

Something valuable has been found. What is it? Was it left here on purpose? How much is it worth?

Visitor

An important person, it could be the Overlord's master is on their way to see how their investment is doing.

Wandering Creature

A creature has been found wandering your dungeon

Step 9: Expansion

Sooner or later, you need to expand your creation, make it more than it once was. You need just one more torture pit, a bigger prison, and that dragon isn't getting smaller. In some ways expanding a dungeon is easier than making one in the first place

- Where in the dungeon is the new expansion being placed?
- Is it a new room or a whole floor?
- How many resources are being used in construction?
- Are any spells being used or mechanical assistance?
- What creatures, if any, are being used to help?
- What happens to any waste that is created in the expansion?
- What measures are in place to prevent accidents from residents while construction is going on?
- Are natural caverns being used? Are there creatures living within who may cause problems?

Step 10: Moving on...

Eventually, you may grow bored of your toy and play pen. You may desire to ascend the thrones of the heavens themselves, or simply grow tired of the reports that Ogre #37 has once again got his head stuck in the trapdoor.

Why is the dungeon being evacuated? Some suggested reasons are;

- Incoming Invasion
- Resources run out
- Displeased a major power
- Disease or curse is active
- Natural Disaster
- What can I take with me and what's being left behind?
- Who, or what, is helping me move?
- How far am I moving? Is it connected to my original dungeon?
- Is there any "surprises" left behind for those who seek to loot and explore?
- Is the dungeon being left intact?

Of course some nasty heroes may decide to simply end your existence, but a mighty Dungeon Overlord like yourself has taken precautions against that, haven't you?

Dungeon Features

This section of our handy little guide takes us through the type of features you may find in a dungeon.

You'll find within suggestions and guides for many features, such as:

Attributes - A feature that gives your dungeon abilities and twists that others may not have, such as Aura's, magical changing fields etc.

Corridors – This section is about, well, corridors

Decoration - Makes the area all nice and pretty...or covered in blood and gore, whatever you like

Doors & Locks - Part of your security systems

Flora - More than just a bit of greenery, flora actually does have its own uses

Fauna covers the creatures that inhabit your creation

Rooms the mainstay of any dungeon, the rooms!

Misc. items covers anything else

Authors Note:

As with the rest of this book, what you find here is by no means the end of it all. Take what you see here as suggestions and seeds for your own ideas.

Misc. Costs

Occasionally, you'll have something you'll want to put in your dungeon that's not covered by this guide. It can be a levelled creature, a trap or anything else.

If you know the items level you can get a cost from the chart below. If it doesn't have a level, then you can use this for a rough guide.

Prices are given in gp. The cost factors in difficulty of acquiring the item, getting it to your dungeon, installing or training for it, for artwork the rate at which the artist would work etc.

Level	GC cost
1	360
2	520
3	680
4	840
5	1,000
6	1,800
7	2,600
8	3,400
9	4,200
10	5,000
11	9,000
12	13,000
13	17,000
14	21,000
15	25,000
16	45,000
17	65,000
18	105,000
19	125,000
20	225,000
21	325,000
22	325,000
23	425,000
24	525,000
25	625,000
26	1,125,000
27	1,625,000
28	2,125,000
29	2,265,000
30	3,125,000

If you are luckily enough to be able to afford to go over this then cost = level x 1500000.

Also check that gold you have isn't fake.

Attributes

A dungeon attribute is a characteristic of a section of the dungeon. Some dungeons don't have even one, yet others are covered in them.

Some of them are simply for flavour, but others actually cause effects for both the inhabitants and the visitors.

These can affect the dungeon as a whole, one section or room

- Room
- Section (2-5 room)
- Floor (or 5+ rooms)
- Whole dungeon

Room cost = Cost given (EG Base cost, given in gold or currency equivalent)

Section = Base x 5 Floor = Base x 10

Whole Dungeon = Base x 100

Aura

This attribute give the section a permanent aura. Any detection spells will always return this result, no matter what else is there.

Example:

A room with an Aura: Magical (On) will always return a positive result for any detect magic spell cast within it. An Evil(off) means no evil can be detected.

Cost: 1000

Alignment (e.g. good or evil): Good or Evil

Danger Sense: On or Off

Divine: On or Off

Magical: On or Off

Dodgy Constructions

Sometimes, you have grand plans, but not enough of the shiny coins to make your dreams come true. That's where cutting corners, using inferior materials, less skilled workers or any other cost cutting measures come in. Of course in doing so you also make the results worse, but you get what you pay for.

Any wall/door etc. has a 50% chance of being "inferior", but appearing normal Inferior items have $\frac{1}{2}$ normal DC, hardness and durability.

Reduction: Costs for this area are reduced by 50%

Lighting

The lighting in a dungeon is normally standard, but sometimes it can be different. Magnesium laced torches can cause extreme brightness, or a light dampening field can cause darkness. This effect is magical in nature and cannot be dispelled, only countered.

Cost: 500

Bright: Treated as if Blinded unless measures are taken to lower light for users.

Dark: Darkvision or the equivalent is needed to see here normally. Torches do not work, nor does any light based magic produce an optical effect (The spell still works you just don't see it).

All sight based rolls are made at -4 (E.g. spot checks, aiming etc.)

Variable: At regular intervals (every hour or part thereof), roll a dice and determine what happens to the light levels in this area.

1-2	Stays Same
3-4	Bright
5-8	Normal
9-0	Dark

Living/aware

The living dungeon is one to be feared, when even the very walls and doors themselves are against you.

Cost: 5000+

Aware

Although the dungeon is made of stone etc. it is aware in itself of the party and other inhabitants and the way the party act will determine if the awareness likes them or not.

Effect: -2 to all DC checks to pick locks, spot traps

Note: This does not apply to the inhabitants or other "friends" of the dungeon.

Living creature

All walls, doors have an organic look and feel to them, but act the same as normal walls. The very air itself can be foul smelling. One advantage can be that anyone you don't want to be within your dungeon can very rapidly become food to feast the beast.

Lore

The lore that is known about this area can be both a hindrance and a boon. It can lead parties down the path of glory, or with the wrong information, to their certain doom. Works best for a floor or dungeon as a whole

Cost: 200

False Information

Whatever the lore-books tell of this place...it's wrong. This could be a deliberate act or simply someone got their information wrong.

Effect: - 2 to all DC checks for traps, identify etc.

Legendary Dungeon

Rightly or wrongly, this dungeon has a reputation. Its name is spoken of in fear as the site of a nasty event. This can both hinder and help a dungeon

Effect: + 2 to all DC checks (a lot is known)

Effect: +2 to all inhabitants AC (morale boost)

Unknown

There is nothing known at all this place. Nothing. This could be due to the fact no-one has found this place, or that for some reason all knowledge has been removed

Effect: -6 to any checks for any information about anything from within this dungeon.

Magic

The magical effects in a dungeon can be both a hindrance, and a boon. Magic though can sometimes be unpredictable and messing with the rules of magic for your own benefit can sometimes backfire.

Cost: 5000

Every hour roll for new effect in this area. (D10 if Wild Magic is used in your game, D8 if not), then a D6 to determine who it effects.

Divine Magic and Psionics are not affected.

Optional Rule: Roll every time a spell is cast

1-4 Enhanced

Spells are treated as if caster is 1d4 levels higher, to a max of 20

5-8 Suppressed

Spells are treated as if caster is 1d4 levels lower, to a min of 1

9-0 Wild Zones

Caster is treated as a wild mage

The roll to see who it affects:

1-2 All

3-4 Defenders

5-6 Visitors

Mental

Hive Mind (whole dungeon/floor only)

Cost: 50000

Somewhere in this area is a nexus that links all the inhabitants of this dungeon together, providing a +2 bonus to all dice rolls that benefit themselves. Destroying the nexus object/creature can deal a crippling blow to those who depend on it, living them -4 to all their appropriate dice rolls. The nexus gains twice as many hit points then it normally does and gains a bonus to Fort saves as well due to their extremely high mental resistances.

Shifting/Moving Rooms

(Section or higher only)

Shifting rooms are a dungeon keeper's dream. They confuse, disorientate and generally make invaders question their sanity. The only problem is when the goblin you sent out for snacks gets lost on the way back

Cost: 10000+

They share common properties, no matter how they are made.

1 - Doors close automatically after 4 rounds.

2 - Each time a door is opened within a affected area, the main shift occurs. This can occur the second the doors is closed, or when it's locked, or some other factor.

They come in 1 of 4 varieties:

- Phase shifting
- Temporal shifting
- Spatial Shifting
- Shape shifting

Phase Shift - There is nothing behind the door, just a wall.

Temporal Shift - 1d10 rounds have passed outside this room, but none for those within.

Spatial Shift - The room is now connected to another room, could even be the same room you are in just a different door, or a room 5 floors away.

Shape Shift - These rooms can shift in size or shape, walls close in, fold and move until the room is in a different configuration to what it was before. Some of the most advanced one can even shift the contents of the room, allowing for small, but incredible versatile dungeon designs.

There are Keys available that can prevent & nullify these effects. Lose the key, and you are subject to the shifting like everyone else.

Corridors

Length

There is no fixed length for a corridor. They can be short or long.

Width & Height

Most corridors are either 10'(Ten Feet) wide to allow for two to pass side by side, or 5'(five feet) which saves space but can make it a tad more difficult to move around.

Corridors can be thought of as long rooms, and for spacing and cost are worked out as such.

Decoration

This is quite a variable category. Decoration has not intrinsic effects, can be pleasing for the inhabitants and Overlord alike. As such, the more that is spent on

Optional rule: Each 1,000 that is spent on decoration per 10 x 10 area gives a +1 to Morale/Fortitude checks as the superior surroundings make the defenders feel like they are fighting for something they actually support and like.

Some examples of decoration you may wish to use are listed below. Feel free to add your own.

- Carpets
- Carvings
- Drapes
- Fancy Lighting
- Graffiti - More seen in dungeons that have been recently taken over, or being abandoned
- Holy symbols
- Hunting trophies such as animals heads, fallen foes or prisoners
- Incense holders
- Military decoration
- Paintings
- Plants
- Statues
- Tapestries
- Texts
- Trophies of beats or fallen enemies
- Wallpaper

Doors & Locks

Doors

Doors are assumed to be unlocked. They can be of several types, but in the end they all serve the same function.

Normal doors are your standard doors, with handles, locks everything you expect from a door.

False doors look like normal doors, but can't be opened. The best false doors even bend a little when you try to open them, but when you manage to actually do so, you find nothing but a wall or something else behind it.

One Way doors are, as the name might suggest to you, designed to open one way. Once closed the DC to open them basically doubles if you are going the wrong way.

Phase doors act like normal doors until a certain action is taken such as a switch being flipped or a command word being spoken the door then phases out of existence and the wall then for all purposes no longer has a door. This door stays in this state until a second action, like the switch being flipped back or a second command word is used. The door then phases back and can be unlocked as normal. If broken the door has a 50% chance to permanently phase out.

Secret doors look like walls, are hidden behind cupboards, under carpets or anywhere of a numerous amount of locations. The point is, they are hidden. Finding them is not meant to be easy.

Split doors are basically two smaller doors that function as one, but can split, normally in a horizontal way so you have a top half and a bottom half. They have two sets of locks, sometimes even two keys needed

Swing Top doors instead of opening at the side, have their hinges at the top so they can swing. They have the same attributes as a normal door. These types of doors can be handy to slow down confused creatures or those who do not spot that the hinges are not in the normal location.

	Hardness	HP	Cost
Wood	5	10	50
Wood (Strong)	5	15	60
Stone	8	20	70
Iron	8	25	100
Steel	10	30	200
Portcullis - Wood	5	30	200
Portcullis - Metal	15	60	500
Special Types			
Enchanted	+5	x 2	x 2
One Way	-	-	+ 50
Phase	-	-	+1000
Secret	-	-	+100
Split	1/2	1/2	
Swing Top	-	-	

Door features can be mixed for added costs, so yes you can have an Enchanted, one way, secret phase door that is split and swings from the top. Why though is another question?

Door Hinges [Optional Rule]

A lot of people overlook the hinges on a door. In a way they can be the most important bit, otherwise all you'd have is a panel in a wall.

Normal hinges are what every door has. They allow the door to swing in one direction.

Nested/Double hinges work the same as normal hinges, but they allow the door to open in both directions

Pivot make the door pivot on one spot, be it the edge or the middle

The DC represents how difficult it is to remove the hinge

Type	DC	Hardness	HP
Normal	SAD	10	20
Nested	SAD	5	25
Pivot	SAD	15	20
Masterwork	+2	+5	+5
Enchanted	+5	+10	+10

SAD = Same as door

Cost per hinge is same as the DC x 10

Other Door Features

	Cost	
Knocker	1	Allows you to alert someone on the other side
Spy hole	5	Can see who is the other side
Viewing Panel	5	Can see and speak clearly with however is on the other side. Allows small objects to be passed through.
Delivery Slot	5	Small objects may be passed through, no bigger than a letter or scroll

Locks

A door without even some kind of lock is basically just a panel, from a security point of view.

Locks add to the DC to open a door. The costs are per lock, in GP.

Type	DC	Cost
Latch	10	0 (1)
Simple	20	0 (1)
Average	25	50
Good	30	100
Superior	40	150
Ultra (2)	50	200
Fake	-	+25
Magical	x 2	x 3
Master	x 2	x 2
Trapped (3)	*	*

(1) = Cost is included in door cost

(2) = Very Hard to find

(3) = Cost and DC varies from trap to trap

Type	Code
Door	D
Room	R
Section	S
Floor	F
Master	M

D type only opens one door

R type keys open all doors in one room

S type opens all the doors in one section

F type opens all doors on one floor

M type keys open all the doors in the dungeon. There is normally only one or maybe 2 of these. One is always with the overlord.

Key type

Door	D
Object	O
Secure	S
Fake	F

So a fake section key would have, for example:

Alpha Quarters Key (S/F)

Cost of keys

Basic	5
Below Average	10
Average	20
Advanced	30
Superior	40

The more a key costs, the harder it is to copy it. The DC to do this is equal to the cost.

Effects

Not all Overlords have these within their dungeons. Some do for psychological; others need them to assist their minions. Others use them as blanket traps

Gas

Natural gas can be explosive if exposed to flames from such light sources as lamps or torches.

Poisonous gas, can, as its name suggest be poisonous. Some creatures have a natural immunity to this poison, or they need it to breathe properly. A dungeon flooded with this type of gas can be very deadly to some unprotected creatures.

The flammable gas, if used correctly be used as a source of heat and some mad mages find that it's explosive properties make it suitable for weapons and other defences

Sounds

Background

From a psychological point of view sound can be used in either a positive or negative way, depending on your point of view. A noise that an orc finds soothing and relaxing might drive an elf insane. Some creatures cannot hear certain sounds and using these as a communication system within the dungeon can give defenders a distinct advantage.

Weapons

Using sound as a weapon is not a new technique. Blasting your enemies with low pitched sound can, in some species, make them loose control of their lunch. Increase the volume and you can literally deafen those who displease you.

Fauna

The fauna of a dungeon does not include just the sentient (or in case of ooze's and undead non-intelligent) creatures. Within also lies vermin, prisoners and garbage disposal.

Feeding & Sleeping

Many creatures need to sleep and eat within a dungeon. Of course for those with advanced magical means, feeding can be quite easy. Using creatures such as undead or constructs can negate the need for sleeping and resting, but these methods come with their own inherent problems.

"Entertainment" & Morale

For most living, sentient creatures, their morale can be quite important. Having minions who actually desire to protect their workplace and sometimes home will work better than having slaves being forced to do the bidding of some slaver.

Magical compulsion can overcome this, but be warned if this ever fails, then you can have a lot of trouble.

The easiest way to keep your minions on your side is to give them something they feel is worth fighting for; even it's something as simple as the best brewery in the land. If the dungeon is their home then the chances they will help to defend to the best of their skills will increase.

Fear does work, but the smart overlord knows when to use the carrot, and when to use the stick.

Prisoners

Finally you've captured those pesky being who keep deciding that your dungeon as a free for all buffet!

But you want them to sufferer, to keep them alive. What do you do? Prisons! Prisoners serve many uses for the smart Overlord

- Examples to resident to clean up their acts
- Something for residents to mock, improving morale
- Keeping your enemies close, you now know where they are
- Blackmail purposes
- Food stock for your larger creatures to snack on
- Sources of information
- Possible future minions, converting them through torture and threats.

Residents

Anyone who lives, or works, within the dungeon by choice (for a broad definition of the term choice) is considered a resident.

For each resident it's worth asking the following questions

- What is their role within the dungeon?
- What is their status?
- Do they have command over anything or anyone?
- Where do they reside in their down time?
- What do they require to survive?

Vermin

Vermin is a term applied to various animal species regarded by some as pests or nuisances. A few don't consider a dungeon to be a true dungeon if there are no rats scurrying around within it. They can also be snacks for some creatures.

Types of vermin that may be encountered are;

- Cockroaches
- Rats
- Spiders

Flora

Within a dungeon, plant life, moss and other flora have a part to play. Some of the plants provide medicine, others food. Still more can provide the raw materials that are needed for potions and poisons.

Plant Types

Bushes

Tend to show up in overgrown and abandoned entrances of a dungeon, rarely within

Cactus

Prefer hot and dry environments. Do not grow naturally in a dungeon so if you find them there have been placed by someone. The question is why

Flowers

These can range from small pots with bulbs in them, to giant-sized creatures. Whilst the majority of flowers provide a nice smell, they have many uses such as;

- Medicinal
- Making Inks
- Dyes for clothing and war-paint
- Food for insect based creatures
- Ingredients for potions
- Spell components

Fungi

Can grow in almost any environment, but seem to prefer dark and damp areas. They can be a source of food, and are prized by alchemists and mages for their potions and being ingredients

Grass

Very unusual to find in a dungeon but can be a good food source for certain beasts, such as horses and possibly other mounts. Dried grass can also provide a very cheap bedding materials for both beasts and servants.

Molds

Can be very poisonous, annoying or causes hallucinations. Some species like to have these for just that very reason. Regardless they are at best, annoying, at worst they can kill.

Slime

Can be considered to be a form of fauna but that's open to debate. The slime that is, shall we say created, by creatures is not what is talked about here. The slime is a ..thing...that can move and destroy They are mindless, they can move and fit through many gaps in both doors and walls.

Trees

Majority of them need plenty of water and a source of sunlight. Having an orchard underground can be very costly but can provide a great source of fruit and materials for inhabitants. A few species have actually managed to cultivate trees that flourish underground and expose to bright light would be dangerous, in a explosive kind of way.

Hazards

Hazards are, unlike traps, something that an Overlord hopes to NOT have within their dungeon, as they affect both inhabitants and invaders alike. Hazards come in two flavours, Natural and Artificial.

A few example natural hazards are;

- Cave-ins
- Earthquakes
- Floods from underground water sources
- Lava flows sneaking their way through walls.
- Natural gas build ups
- Fires, even if caused by artificial means are dangerous

Artificial are the result of something that has gone wrong, or someone has, on purpose, made something go wrong, such as;

- Explosions in labs
- Invaders breaking walls
- Prisoners escaping and doing damage
- Residents low on morale getting their own back at those who rule them.
- Rubble left over from a previous fall in or excavation work
- Saving money with dodgy construction finally catching up with the builders
- Gas, of all types, being released into the dungeon
- Smoke, like gas being let into a dungeon to blind you, or the result of something else

Light

Something to be aware of is that some of your inhabitants don't need the same levels of lighting as, well, some of the others .

Some example "standard" light sources are:

- Candles
- Chandeliers
- Lamp
- Sunrods
- Torches - Normal
- Enchanted Light sources such as Continual Light spells

Heat Lamps

Heat Lamps are used by those who see by infra-red or heat. They give off a lot of heat, but not much, if any, light. Because of their heat, they don't use conventional means to project the heat, such as oil or candles. The fuel they use can be expensive, but the advantages it can provide is worth the cost

Cost: Doubled the normal cost of the light source

Rarity: Uncommon/Rare

Black Lights

The opposite of Heat Lamps, black lights give off a ultra-violet light that cannot be seen by normal eyes

Cost: x 5

Rarity: Rare, only in towns or above

Natural Features

A smart Overlord will take advantage of whatever is at hand. Natural Features are one such resource and making use of something that has in effect been provided for free.

Cavern & Caves

Tend to be in the lower levels of a dungeon, they provide a very good source of rooms, corridors and chambers. A few creatures have been known to make their lairs in a cave and delving too deep into a cave system has its own problems

You be lucky enough to have a natural walkway going across a cavern. If not then well you have to provide one. Time to see how far that goblin with a rope can fly!

Lava flows

Handy for both heat and waste disposal. A ready source of heat is handy for forging and smithing. Needless to say they can be VERY dangerous is not treated with some kind of respect.

Stalagmite/Stalactites

A stalagmite forms upwards from the floor, a stalactite forms from the ceiling downwards. Both are formed when water that has been saturated with minerals drips. If a stalactite and a stalagmite meet the can form columns. Even before this happens the stalactites/mites can provide a good wall or can even slow down the passage through the cave in which they are found.

Underground Water

Provide a drinking source and way to move within your own dungeon. Docks or other ways of gaining safe access to water source is probably a good idea.

Rooms

Rooms are the mainstay of any dungeon. Without them you basically have a series of tunnels. There are many, many uses for room, not just what has been listed here. There are several aspect of a room you need to decide, or at least consider, when both placing and designing. Even if you are making a unrealistic dungeon, knowing this now will save you headache later.

- **Exits & Entrances.** This includes not only the obvious doors, but any secret entrances that may be present. If there are secret entrances or hidden locks, where are they?
- Who, or what, resides or works within this room?
- What is the room used for?
- The shape of the room. Some rooms work better than others as weird shapes. Some features can only work if the room is a particular shape. For example many Scrying chambers are circular to help focus the mystical energies needed for divination.
- How different, if at all, is the room from your standard? Is it higher? Are the walls thicker? Is it simply a scaled up version of your standard room?
- Is the room complete? Are there missing bits of ceiling or flooring? Can you see or fit through the gaps?
- How recently was the room used? Is it still being occupied but the inhabitants are simply not present?
- Where is the room located in relation to other rooms? This may sound redundant, but some rooms work very well right next to, or at least very close by another. For example a dining room works best next to the kitchen, but you might not always want the garbage pit right outside the room that serves as the bedroom of the Overlord.
- **Lighting** - Is there any? Is it active? Is it needed?

- Traps - Does this room have traps within it? Is the room a trap? Are there any objects within the room that might be considered a trap? Remember that disposal of the remains is a fundamental feature of some traps. Again, having a room with a trap above a garbage pit or monster cage may actually serve a purpose and even better save you some money!
- Does the room have furniture? What type? How is the furniture positioned?
- Is there an overall style for the room? Does it match the style of the dungeon or the area it is within?
- What secrets, if any, does this room contain? Where are they? What are they?
- Is the room orientated differently from the norm? Is it tall rather than wide?

For unique & special rooms consider the following as well as the above:

- Is the room known outside the dungeon?
- What lore exists for this chamber? Is it accurate?
- Does the room still exist in the state it was described?
- Who is known to reside or work or generally do their thing here?
- Why is this room unique or special?
- When was this room built or upgraded to its present state? Was it at the same time as the rest of the dungeon or was it later or even earlier and was the dungeon built around it?

Contents

Almost every room has something within it. Even just dust, but that's just a waste of a perfectly good room.

- Carpets
- Furniture
- Lighting Source

Shapes

Not all rooms are square or symmetrical! That's just boring.

The shape of the room can be a regular shape, or, irregular. A regular shape could be;

- Circular
- Hexagonal
- Octagon
- Rectangle
- Square
- Triangle

Irregular shaped rooms cover anything else or rooms that are a mixture of shapes. These can be the most varied, but also the most problematic from a building point of view and a defence one as well.

Shifting Rooms

There is a rumour that one overlord who managed, with the help of a rather insane mage, created a room type that was able to shift magically from one shape to another.

This spell has been lost to legend, but Overlords are busily trying to duplicate his results.

Others came up with the idea of rooms that shift through the dungeon, that phase out of reality.

Some engineering genius took the idea and made a mechanical version of it.

If you have a shifting room, then there are a few more things you need to bear in mind

Does the room move? If so where to? You can't have another room in the destination location or things might get a bit...messy. Of course if that's the effect you are going for...

Types

Ultimately, all rooms are the same. A distinguishable space within a structure, separated from other spaces or passageways by interior walls. What truly makes a room is what it is used for, even it's just being storage for junk or food.

Presented here are some example rooms. This is by no means all that you could find within a dungeon.

Armoury

A place where weapons and ammo are stored and sometimes made. These are normally within a short distance of mines or storage rooms, and generally close to barracks.

Ambush Point

A hidden room that a few sneaky beasts may hide within. They can then pop out quickly or drop nets or otherwise hinder those that the overseer has deemed unworthy. You of course need to know they are in the right place of course.

Animal Room

There are several types of rooms that are suitable for animals to inhabit.

- Aviary designed for birds or other flying beasts, they come in various sizes. Including Dragon size.
- Bestiary
- Menagerie/Zoo

Audience Chamber

Every Overlord needs some to have his "guests" brought before him. These rooms tend to be either large or otherwise impressive, in a deliberate move to intimidate the guest

Banquet Hall

Also called a function hall is a placed used mainly for eating and partying. They are located quite close to kitchens, to ensure that the food arrives as hot as possible.

Barracks

Barracks are specialised sleeping quarters designed for military personal. They are kept separate from regular civilian chambers to enforce discipline and maintain morale.

Bathing Room

Some Overlords demand cleanliness. Sometimes for themselves, sometimes for all their civilised guests.

Bedroom

Bedrooms, unlike barracks are designed for non-military personal. The higher the standing of the occupant, the higher the quality of the chamber and the more is gained from resting within. There are several broad categories of chambers

Servants

The lowest of the low. These chambers are designed for as many occupants as can fit within. They have very few, if any amenities and are barely maintained. They are located in the worse areas of the dungeon, like next to garbage pits.

Privileged

Higher up the standing, these sleep only a few beings at a time. They are located in better areas then the servants quarters, but they are still not exactly the most sort out locations.

Guest

Guest chambers can sleep between 1-4. Only the master bedrooms are of a higher quality and are normally near locations that will impress the guest and leave a positive impression.

Master

These are the highest quality of all. They are in the best location, have the best decorations and furnishing and are normally reserved for either the Overlord or their most honoured guests

Brewery

A location for the making or brewing of beer and other fermented liquids. This may not sound like something you would find in a dungeon, but when the beer flows quickly and freely (but not too much..drunk orcs are not pretty), the morale of your troops can be high. There are many other uses as well for the liquids a brewery produces.

Cold Room

A cold room has one use. Keeping materials, generally meat or other organic matter, cold. They use several methods to do it, such as magical, or other complex mechanical means. A few species really like the cold, a few others do not. In fact quite a few species die after expose to the cold for too long. Now that doesn't give you any ideas now does it..?

Crypt

Crypts are places used as burial vaults that sometimes contain coffins, relics or even one or more sarcophagi. They generally turn up within a dungeon that has been built within more urban areas, such as under churches or other holy sites. They contain bodies and bones, some of which can be protected by curses to protect the remains of those who are here.

Elevator

Some do not class the elevator as a room, more a dungeon feature. Regardless they are used for raising or lowing it's contents to another level. They can be powered by magic, mechanical, or beast that lowers the cage and raises it again when needed. They can be locked for security, or open. Some only go between certain floors and others are false, to trick those not in the know. These tend to have subtle clues that distinguish them from normal elevators

Empty & Abandoned Rooms

Sometimes rooms are not used and are empty for now. Others were once used but no longer for some reason. Although at first glance it may seem like they are the same, the difference between an empty and an abandoned room is quite important. Empty rooms are just that...empty. Abandoned rooms can be like other rooms, but have been left. Normally for a very good reason

Entertainment Room

Like the name suggests, an entertainment room is designed for entertainment. There as you can imagine many types of entertainment. Some of them, like the amphitheatre, can be quite large. A music room tends to be medium with soundproofed walls. The majority of them have some kind of performance area, a storage section and somewhere for the audience to sit. The performers also tend to have a separate entrance from one the audience would use.

Entrance & Exit

The way into a dungeon can tell you a lot about the mind behind it's construction and it's purpose. A dungeon with a hidden entrance can be taken as being important or containing something important. A dungeon with an obvious entrance is either a trap or is meant to intimidate.

There are several types of portals to and from the dungeon;

Primary, Secondary, Secret & Artificial

- Primary - This is the main entrance. They can sometimes be trapped, have ambush points nearby or even guard posts.
- Secondary - Most large dungeon have secondary portals to allow access. They tend to be away from the Primary

- Secret - Some sneaky Overlords desire secrets above all else. They may also wish for an escape route in case of things going wrong.
- Artificial - These are entrances that are not meant to be there. They can be caused by cave-in's, by random monsters deciding this way is the way of their burrow, and of course those pesky heroes may simply decide to ignore your entrances

Gallery

A gallery is considered to be a long hallway or long, narrow room, frequently decorated with sculptures or other artwork. Some, more grisly Overlords keep the heads of disposed enemies here and take their guests on little walks past them.

Note : Another type of gallery exists which goes around a high room and is used for viewing. That is considered a room feature, not a room

Garbage Pit

The garbage pit, that resting place of refuse and, well, let's just call it "organic matter". The can sometimes be a simple open pit, with vents leading outside to make sure explosive gas doesn't build up, unless of course you want some explosive gas...can't think why you might want something like that.

It's also a handy place to dispose of those who displease you and as a threat it can be very effective.

There are also some creatures who manage to eek out some kind of existence within a garbage pit.

Chutes [Room Feature]

Many, if not all, garbage pits have chutes which lead into them, and sometimes, out of them.

Gardens

Sometimes you may need somewhere to grow plants. They could be food for your minions, they could BE your minions, plus they can be a handy place to grow materials you may need for your potions, poisons and other chemicals.

Guard Room

A guard room is a room used by the members of a guard when not walking a post or patrol. They can be found by entrances and at regular occurrences across a dungeon. The larger the dungeon, the more guard rooms you will find. The actual amount will be determined by the creatures you have as guards.

Harbours & Docks

Some dungeons have access to an underground water source, or are close enough to a body of water that a harbour or dock is a viable addition to their construction. They can be quite handy and it allows moving of resource into the heart of your dungeon much easier. The only problem is that you now have yet another point of vulnerability and some kind of guard or protection system would be advised.

Some enterprising Overlords have aerial abilities and a harbour/dock is perfectly viable for airships or other flying creatures

Infirmary

Infirmary can be thought of as small hospitals where those who are injured are taken to be made better. A smart Overlord will try to have at least some kind of infirmary in their dungeon. They can be stocked with many potions and what resembles instruments of torture, but are in fact medical devices. For some dungeons a trip to the infirmary can be a one way trip...

Jail

A jail is normally meant as a place of confinement. Sometimes for a short time, sometimes until the end of the captured creatures natural lifespan. They tend to be near torture chambers for mental intimidation and not having a guard post nearby is asking for trouble

Kitchen

The place where food is prepared. Of course what the food is and how it is prepared can vary from dungeon to dungeon and who lives in there. Some dungeons have several kitchens, one for the servants, one for the military and one for the higher status guests. They are generally located near to storage rooms and also where the food is to be served, to help keep the feast at the desired temperature.

Lab

A place of experiments and magic, where wizards, alchemists and other practitioners of the various true arts can work for the betterment of their Overlord. Most inhabitants know to ignore any random explosions that come from the lab. They can be places of wonder and terror at the same time. Anything found within a Lab may not be what it seems. Although they may have some books and scrolls within them, a Lab is normally within a short distance of a Library.

Library

A collection of book. A storehouse of knowledge, scrolls, tome written in blood and on the skin of a unknown creature. Some libraries contain the spells books of mages, the holy books of long forgotten gods. Some contain some books that are very non-magical in nature, but the knowledge contained within is sought after by many kingdoms.

Map & Planning Room

A war-like overlord finds it prudent to keep a room set aside for planning their battles. Filled with maps and terrain like pictures, a map room (sometimes called a planning room), is the perfect place for

Mine

A mine within a dungeon is the place where resources are extracted from the ground. Some Overlords use mines to excavate the tunnels they will need for expanding their dungeon. You can find some very valuable resources within a mine, and they can be worth trying to capture a dungeon just for access to it's mines. Just remember that in some locations the more you mine, the greater your chances of danger finding you. Within a dungeon you have two main types of mines. Abandoned and Working.

Abandoned mines were once active but have not been left alone. Why have they been left? Did the resource they wanted run out? Did something in the dark make the mine too hazardous to maintain?

Working mines are, as their name suggestions live and quite often have workers and guards within them. A few mines have the facilities for purifying the minerals within the mine itself. You quite often find smithies close by.

Mortuary

A mortuary, or place for the storage of corpses while they await examination or use by the mad alchemist in her lab, is not something all dungeon's have, or want. It can be difficult to keep the corpses at the desired temperature, but for Necromancers or those who wish to study bodies in secret they are worth their cost in gold many times over, as they help to slow or stop decomposition

Observatory

If your dungeon is not far from the top of a mountain, then an observatory or a place for observing terrestrial and celestial events is for you. If your location does not allow for the conventional use of an observatory, then through magical means you can make an observatory type called a Far-Seeing chamber.

Office

An office is usually reserved by the higher ups within a dungeon, such as the overseer or their trusted servants. They can be a measure of status and a place where important work can be done in relative peace and quiet.

Pantry

Pantries are found next to kitchens, if not very close to them. They are used as a storage area for food, spices and other food based items that the kitchen needs in a hurry

Portal Room

Only one of the most advanced magical dungeons would have a room like this. A dungeon with a Portal, gives a MAJOR advantage to the Overlord, as they allow instant, or near instant transportation over a great distance through means of a magical door that allows anyone to walk through, like a door. Portal comes in several flavours, with variances in range from Portal to Portal.

Local can connect anyway from 1 mile to the rest of the planet. These rooms generally have some means of controlling the destination.

Fixed opens a portal between two fixed points, such as two dungeons, or locations within the same dungeon. They can either be always on, or have some means or ritual to switch on.

Dimensional are the rarest of them all. They require more resources and require keys or rituals which are different for each dimension or plane you wish to visit.

Pool

Pools are handy for many reasons. They provide a water source, somewhere for aquatic creatures to inhabit, plus you can use them for bathing those smelly Orcs.

Privy

A privy is used for when your more civilised inhabitants need to go to dispose of what they have eaten. A clever Overlord places them not far if not over the garbage pit

Smithy

A smithy is sometimes called a forge. It is a place for the heating and working of metal. They can be located near a mine for ease of materials, plus a source of water is always handy. Some smithies are used for making small objects of power, others are huge and used to turn out massive amounts of weapons and armour

Stable

A place where livestock, such as horses are kept. They tend to have several stalls, one for each animal within. A few stables have access to the outside world, where others keep fantastic and mythical creatures for their use.

Stairs

The usual way to connect different levels of a dungeon is with stairs. Normally come in one of two varieties:

- Gradual/normal
- Steep/Spiral

Storeroom

As its name suggests this is a room for storage, normally of an inorganic matter. They tend to be classed in in 3 sizes:

- Closet - small used mainly for clothes or small weapons caches
- Storeroom - the medium sized, and the most common.
- Warehouse - Used for either storing massive objects, or vast amounts of smaller items

Torture Chamber

For the more evil Overlords, a torture chamber can be both a source of information and entertainment. They are normally found next to, or near, a jail. Within are many machines and devices some of which are very horrible but all designed to inflict as much pain as possible, ideally without killing the subject. A few Overlords like to have some kind of viewing area so they can see their enemies' suffer and be sustained by their tears and pleads for mercy.

Training Room

Tend to found near barracks, a training room, they are places for honing skills and practicing tactics that will be used in combat

Trap Rooms

A trap room is, as the name may suggest to you, a trap. They look like normal rooms, but are designed to trap, kill or maim those who wander into them

Throne Room

Any Overlord with desires to impress and who wishes to make sure those around them knows whose boss, a throne room is a must. They tend to be extremely decorated, with styles dependent on the Overlord. One thing all throne rooms must have though is of course a throne.

Temple/Shrine

Having a deity or other major power on your side always helps. A temple or shrine dedicated to a deity or series of otherworld powers can be a place of rest, a good meeting hall, plus for those with true power it can be a way of communication with the power this room is dedicated to. As a general rule, the more power the chosen being has, the bigger or more highly decorated the room will be.

Workshop

A workshop is a room that has the space, tools and materials that are needed for making of various goods. Unlike a smithy, raw materials are generally not processed here, but the finished metals and tools are. Workshops tend to be close to smithies and storerooms.

Many other types of rooms are available. Don't be afraid to create your own, or draw inspiration from the works of other Overlord.

Each room has to have a purpose though, and the more complex or bigger benefit it provides than the greater the cost to design, build and maintain.

Dungeon Defences

Despite your best efforts, sooner or later you will have to defend your dungeon. It could be from a neighbour who covets what you have made, to those pesky heroes (again!), to a creature desiring a place to hatch her numerous and belligerent brood.

Blindness

If you can make sure your enemies cannot see you, then you have a major advantage over them. If stealth or invisibility is not an option however, then making them simply not being able to see you is the next best thing.

Capturing Devices

There will be on occasion, times when you don't wish to kill, but simply capture those who are invading your dungeon.

Nets: Hard to use but can be very effective in the right hands.

Sticky Liquids such as glue can be very handy and portable. There are two major problems with them though. They dry up after a short period of time plus they can also affect those who used them in the first place.

Communication Systems

Speaking tubes are located at regular intervals.

Portable Communication systems

Runners are a generic term for any small, fast and reliable species that can be given a message, told where to go and you know they will go there and not stop half way to munch on a rat.

Curses

Curses can be nice and simple, to downright deadly. They can be something simple like "All those who enter here will die", to a much more subtle curse that acts like a disease. The more powerful the curse, the more it will cost.

Key Items

A Key item is unlike a normal key, a item that allows passage and negates curses and traps simply by their presence.

Mazes

The dungeon itself could be a maze with only one safe path through known to those who have been chosen. Combine a confusing dungeon layout with shifting rooms and corridors and you have a true maze that can break the mind of any invaders.

Passwords

A simple, yet effective defence, a password is used to prove identity and access. Changed on a semi regular basis can help if a password was discovered.

Patrols

Another simple and effective defence, having patrols of beings that regularly check areas to make sure nothing has happened or is happening. One major drawback is that if, like passwords, they are not changed or varied often, then they become less effective.

Physical Security

The dungeon itself, if designed right can help your defence, or if done badly, hinder it. Barred Doors are braced one side. It takes a LOT more to break down these due to extra planks of wood, metal or other.

Braced doors

Drop Doors/Walls

Secret/Hidden

Remote Viewing/Spying Systems

Some examples of spying at a distance are:

Crystal Balls

Familiars

Invisible Servants

Spy Holes

Traps

Traps are handy ways of protecting your dungeon, giving your defenders a boost to moral as they see the silly invaders fall into them, or get cut up, or frozen or suffer in a near limitless number of ways.

Mundane/Mechanical traps

Magical traps tend to be more inventive than the mechanical ones. Natural traps take advantage of natural resources.

Dungeon Templates

A template is a series of rules and options that are applied to various creatures and being to change them from the normal

These are applied to existing races, monsters and/or classes. They give small advantages in certain situations. Suffice to say these benefits only apply within the creatures' home dungeon.

Unlike other templates, these can be applied to creatures who already have one as they are more roles then templates proper.

Defender

Role: Defending the dungeon from those who attack and seek to damage it.

Bonus: +2 to AC

Penalty: -2 to damage rolls

Explorer

Role: These are the scouts of the dungeon. Their role is to see without being seen Bonus: +2 Bonus to spot checks, search abilities, find secrets, hide etc.

Penalty: Hit points reduced by 10%

Exterminator

Role : If you have a problem then these are the guys you wish to have doing the attacking Bonus :+2 to all damage rolls

Penalty : -2 to AC

Overseer

Role :The commander of the dungeon who does your bidding. It could even be you.... Bonus : +2 to all dice rolls in the Overseer's favour

Penalty : Only applies within the dungeon

Note - There can only be one overseer per dungeon complex.

Patroller

Role : Regular checks around the dungeon vastly increase defences

Bonus :Movement speed increased

Penalty :-2 to morale checks due to boring job

Dungeon Feats

Home Team Advantage (HTA)

Lore: Being the home team quite often gives you an advantage. This feats gives you access to that advantage through other feats.

Requires: Being a resident of a dungeon
Details

- Grants access to other HTA Feats
- Allows one die to be re-rolled per combat

I live here! (ILH)

Lore: After a while of living in a place, you rather object to those who decide that it's time to you to move on by point of their sword.

Requires: HTA

Details

Once per combat, you are allowed to re-roll any saving throws that affect your morale (Fort saves)

Like the Back of my Claw (LTBOMC)

Lore: If you have lived somewhere long enough you start to learn the shortcuts and places where things can be to your advantage
Prerequisite: HTA, having lived in a dungeon for at least 6 months

Details (pick one)

- Gains a movement action that can be used once per combat • Gain a +2 to hit for the first round of combat.
- Gain +2 to the first damage roll. If this attack misses, the bonus is used up.
- The first attack from you in combat may be re-rolled, but the second result must be used even if it's worse than the first one
- Get a +2 bonus to your armour class for the first round of combat.

Get off my land! (GOML)

Lore: You have lived in this dungeon for over a year now and consider it truly your home

Requires: LTBOMC

Details

Pick another different bonus from the list in LTBOMC

Dungeon Equipment

While you may have infinite money or resources, your minions (and hopefully those pesky heroes) will not. They can't bring everything with them for a start.

Availability

Common items can be found in practically any settlement (75% Chance minimum)

Uncommon tend to be in villages (50% Chance typical)

Rare are found sometimes in towns or above (25% Chance or less)

Item	Cost (gp)	Weight (lb)	R
Acid Flask	10	1	U
Backpack	1	0.5	C
Candle	1 per 100	0.1	C
Chalk	1 per 100	0.1	C
Compass	50	1	U
Crowbar	2	5	U
Grappling Hook	1	5	U
Hammer	0.5	5	C
Ladder	10	20	C
Lamp/Lantern	10	5	U
Marbles	1 per 50	1	C
Mirror	10	1	U
Oil flask	1	5	U
Rope	10	5	U
Torch	1 per 10	1	C
Torch (long-lasting)	1	1	U
Paper	1 for 10 sheets	1	U
Pencil	1 per 20	1	U
Magnet	10	1	R
Pole (10 foot)	1	10	C
String (20 feet)	1	1	C
SunRod	5	1	R
Lard/Animal Fat	1	1	u

Magical

All of these items are of Rare availability.

Auto-Mapper

This blank parchment scroll will stay blank until a command word is given. It will then map the current floor up to 100 feet from the map itself. Only would could have been seen with the naked eye will be revealed. This does not include any secret doors or panels

A second command word erases the map back to its blank state. If this command is not given, the map will retain it

This item has 10d10 charges when found. It cannot be recharged. When the charges run out the map retains whatever state and image it has on it, be it a map or a blank page.

Door Wedge of Sticking

Looking like a normal door wedge, but is slightly heavier. Placed under a door, it prevents the door from opening, short of breaking the door. Each use uses a charge, double charges if the door is enchanted. Found with 2d10 charges. It can be recharged

Skeleton Key

A magical Skeleton Key allows the user to place the key within a lock, speak the command word and automatically unlock the lock, using up one charge. If the lock is magically locked then all remaining charges are used up to open the lock and the item crumbles to dust. It does not prevent any traps from being activated.

This item has 2d20 charges when found and cannot be recharged.

Spy Hole

This small 2 inch tube, when placed against any door no more than 2 inches thick, creates a small viewing window 5 inches by 5 inches. It allows you to see through the door and what is the other side. It is a one way viewing only, but there are no markings to indicate what side is which, and if used the wrong way than those on the other side of the wall can see you but you can't see them. Once placed it cannot be removed for 4 rounds. This item uses no charges.

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