Castles & Crusades®

Engineering Dungeons

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Troll Lord Games

ENGINEERING DUNGEONS
A RANDOM GENERATION SYSTEM

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Designed for use with the Castles & Crusades® Role Playing Game

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DUNGEON BASICS

Several factors are vital to the development of a thriving, and realistic, dungeon, whether it be nothing more than a long lost collapsed mine, or the bustling underbelly of a metropolis. Each will share elements that define what it is, and each will have things that are unique. The former greatly assists a Castle Keeper in dungeon building, providing basic guidelines and quick-and-gritty playing, while the latter strikes a chord of creativity, letting the mind wander and develop as the game and setting needs. None of the following should be classified as canon and should be changed to suit the development schemes created by the Castle Keeper. However, they are provided as a groundwork fundamentalism, and to provoke ideas.

PURPOSE (WHY DOES THE DUNGEON EXIST?)

Of fundamental importance is the reason a dungeon exists. Some are natural, carved by water and beast, and others are constructed, cut by brute force and levied with magic. Should a dungeon be a prison, or a home? Perhaps it is a temple or a tomb. Knowing the answer to this question will help a Castle Keeper define features encountered, as well as adding depth to the campaign.

TABLE 1: PURPOSE

d20 Roll	Dungeon Purpose
1-9	Shelter
10-12	Economic
13-15	Military
16-17	Prison [See Table 1.1]
18-19	Religious
20	Experiment

SHELTER— A dungeon built for shelter is a protective place, whether designed to keep the weather out, or to house entire nations. They are built to be secure and safe. Often, there is a centralized structure within the dungeon where those it guards can collect and gather, usually stockpiled with wealth and equipment, as well as food and water. Such places are always well guarded. If a sheltering dungeon is large and occupied by intelligent beings, it will ordinarily function as a city of sorts, and be very active; such places fall outside the scope of this work, however. Rarely rushed, the interiors are crafted with intense care, and will often bear marks reminiscent of those that use, or once used, the dungeon; litter will not normally occur in an active dungeon, though monstrous occupants might not care. If rushed, no such evidence (though, littered evidence, such as broken lanterns, might be found) will be found, and the interiors will have a ramshackle and rustic feel; this is especially true for shelters found in caverns. A dungeon of this sort will always have sections which serve specific uses such as latrines, food storage, and others, in a logical and easy-access manner.

ECONOMIC — Crafted to provide monetary assistance, commonly in the form of a mine. A dungeon of this sort will typically have reminders of its purpose scattered around, from wall-mounted torches to coins and picks lying on the ground; depending on the nature of the structure, and activity, there might even be workable lodes remaining. An economic dungeon does not need to be a mine, as it could function as a secretive location for the trafficking of illicit goods and services, or even a means to hide such things. In the latter case, all manner of lethal traps are prone to exist, though in the former cases, typically only natural traps such as explosive or corrosive gasses will be present. Cave-ins are a potential and deadly risk.

MILITARY — Used to house forces, weapons, and to function as a defensive structure, a dungeon of this sort is a well-guarded and vicious place. However, if inactive, age will deteriorate and weaken the structure, though remains, especially those of corpses and arms and armor, will be left behind. Walls are usually thick, and numerous secret passages will be present, as will stockpiles of gear, food, and water. Murder holes and other defensive implementations are likely to exist in this sort of dungeon, as well. An active military installation always has guards and sentries; they are well prepared and trained for defense.

PRISON — Dungeons of this kind are built to keep things in, whether people, items, or monsters. They are very effective (assume all prison dungeons are equivalent to a maximum security environment,) laced and riddled with traps and false passages. Every door will be barred, locked, and reinforced, and keys are difficult to obtain. There is normally a single, or a series in larger dungeons, of exact pathways which connect to every section of the dungeon, but can only be accessed with special techniques. An active prison will always have guards and look-outs, but they are not necessarily well-trained. If the dungeon also has a military purpose, the guards will be highly trained, elite forces. Also, the active dungeon will contain a number of items held prison, befitting the specific purpose of the dungeon itself. The nature of the imprisonment helps determine some basic features of the dungeon. For example, a prison constructed to house lawbreaking spellcasters must have means to prevent or limit magic use within its walls. The following table can be used to provide general ideas for which sorts of things prisons can be built:

TABLE 1.1: PRISONS

d20 Roll	Prisoner Type
1-7	Nonmagical Prisoners
8-10	Magical Prisoners
11-15	Animals
16-17	Monsters
18-19	Nonmagical Valuables
20	Magical Valuables

RELIGIOUS — Tombs, temples, and sanctuaries are the typical dungeon type, though large cemeteries and mausoleums are not uncommon. As a religious structure, icons and relics of the faith and culture building the dungeon will be very commonplace. Murals and depictions of stories from the religion's canon will adorn the walls. The nature of the faith determines if there are traps, their severity, and many other aspects. For example, a temple to a God of Thieves would be expected to contain many traps, both of the annoying and lethal variety, often intermixed or overlapping. Several alcoves and bedchambers, as well as centers

of worship will exist within the structure. Faiths of an evil nature, or those which are typically outlawed will often create emergency exits for the high priests. Of utmost value in this sort of dungeon are the holy relics and writings, varied in number by the needs and means of those residing within, and these will always be well guarded and protected with powerful divine magic. Active religious dungeons are guarded and maintained by the clergy, though some, especially those of a warlike mindset, will have trained and equipped warriors on call.

EXPERIMENT — Experimental dungeons are places where the extraordinary is performed. Whether powerful magic, twisted and oft perverse crossbreeding, architectural principles, or the feasibility of a new technology, a dungeon of this type exists to be a playground of the unique. Everything within its walls serves to further its purpose, generally crafted in such a manner as to be a labyrinth of the bizarre. A more mundane structure, however, will appear quite ordinary, having standard features. More often than not, the builder of the dungeon infuses it with bits of their personality, and the structure reflects it; note, however, that experimental dungeons are not necessarily the products of madmen or the insane, but these do compose the great majority of such structures.

NOTE: Seldom does a dungeon serve a single purpose, though it is not impossible for that to happen. As such, a Castle Keeper should choose, or roll, as many of the above options as is fitting for the concept. For a completely random dungeon, it is suggested that at least two rolls are made, with a duplicate result being the only result; ie, the dungeon is of the rare sort built for a single, and often very effective, purpose.

BVILDER (WHO CREATED THE DUNGEON?)

Who built a dungeon is, arguably, just as important as why the dungeon exists. Each condition of creation imparts a certain level of similarity, and these will become standard and well-known to those who dwell in the fantasy world of the campaign; dwarves, for example, might be known for their high, vaulting archways, and purple worms leave perfectly smooth tunnels wherever they pass. These trademarks of construction add great depth and allow for creative descriptions, giving a lasting, and enjoyable experience when dungeon delving. Note that a dungeon's builder, if some sort of creature, does not have to be the current resident of the dungeon.

TABLE 2: BUILDERS

d20 Roll	Dungeon Crafter
1-6	Intelligent Race [See Table 2.1]
8-13	Burrowing Monster
14-17	Natural Conditions
18	Magic
19-20	Combination [Roll Twice]

INTELLIGENT RACE — Creatures with intelligence and knowledge will use it to their advantage, crafting structures of heightened utility to their own needs. They typically have some sort of trademark, often dictated by religious or cultural elements which they use in nearly everything they make. Some have preferences and consistently use the same materials and motifs, while others are varied and wild; some use brute force and slave labor, and this can lead to self-identifying graffiti or abnormal features. In all cases, a dungeon built by an intelligent race will always use the location to its greatest advantage, and will serve its purpose fully. In mixed structures, where part of the dungeon was formed by natural events and part handcrafted, an intelligent race will place doors and other small structures. The following table is a sampling of the possible races which are capable of building dungeons:

TABLE 2.1: INTELLIGENT RACES

d20 Roll	Intelligent Race
1-3	Dwarf
4	Gnome
5	Goblin
6-10	Human
11	Kobold
12	Giant
13	Dragon
14	Drow Elf
15	Undead
16	Prysmal Eye
17	Ogre
18	Troll
19	Halfling
20	Orc

BURROWING MONSTER — Some beast, whether intelligent or not, with the natural ability to burrow through ground is responsible for the groundwork of the dungeon, created simply by the creature's own movement. Sometimes, such a monster is controlled via magic, such as the use of earth elementals or the enslavement of worms, and it still qualifies as this sort of construction method. Areas formed in such a manner do not naturally have doors or traps, and generally have very smooth and reflective surfaces, resembling large tubes rather than a hallway; some creatures leave trails of porous holes, where appendages like tentacles traveled. Such dungeons are typically very stable, provided there is not an excessive amount of passageways, and will generally become the lair of a beast of similar size and ability as that which formed it. Any creature with a burrowing movement speed can create a dungeon of this sort. Note that even low or non-intelligent creatures usually have escape passages, and such dungeons are prone to have numerous, long, winding sections.

NATURAL CONDITIONS — Weather and environmental conditions cause the creation of these types of dungeons, taking centuries to develop, and are always classified as a living dungeon. Standard features are typical to caves, with stalactites and stalagmites being common, as is fungal growths and other natural subterranean plants. Dungeons of this sort do not have native doors or traps, though they can be subject to cave-ins and other natural disasters.

MAGIC — Forged entirely of magic, through use of spells such as stone shape and earthquake, a dungeon of this sort is crafted with specific needs in mind, as the power necessary to construct it is enormous. These places are often home to myriad magical traps and devices, and are often very confusing and labyrinthine. A dungeon borne of magic is exceptionally rare, and as such, when they do exist, tend to be very small, and function as a workshop, home, or laboratory for some powerful spellcaster.

Location plays a key role in the development and construction of a dungeon. Not only does it often directly relate to cost, but transportation of goods, availability, and ease of construction are key ingredients to its successful completion. In addition, where the dungeon sits determines many things about the dungeon. For example, a dungeon created within an underground coral reef is not going to be built by dwarves, though it would probably function as a very effective prison. Some dungeons sit under cities, and some are enlarged portions of fallen castles; others are caverns crisscrossing a mountain passage, and still others are bi-planar gateways between worlds.

TABLE 3: LOCATIONS

d20 Roll	Dungeon Location
1-10	Terrain [See Table 3.1]
11-13	Civilization
14-16	Ruins
17	Underwater
18	Aerial
19	Planar
20	Combination [Roll Twice]

TERRAIN — The dungeon lies in a natural environment, carved into the ground from above. Some terrains are easier to build into than others; it is much easier to carve a dungeon into the granite of a mountainside than to create one in a swamp. A dungeon of this sort will typically be composed of materials readily available to its terrain, though imported goods are possible; such things, however, should be reserved for special rooms and areas. Natural dangers, too, are governed by the sort of environment in which a dungeon resides, so that there is little chance of stepping in quicksand while exploring a granite floor, but the likelihood of such an incident increases dramatically in a swampy location. Accessibility is a major factor when dealing with a location, making some environments more likely to be selected than others, depending on the needs of the dungeon crafter.

TABLE 3.1: TERRAIN

d20 Roll	Terrain Location
1-8	Plains
9-11	Desert
12-14	Hills
15-16	Forest
17-19	Mountains
20	Swamp or Jungle

CIVILIZATION — Resting beneath the surface of a settlement, whether a city, a castle, or even a single family dwelling, this sort of dungeon is located as close to sentient beings as possible. They are normally well-known and active, but it is not always the case, such as the hidden subways used by a thieves' guild, for example. The deeper a dungeon of this sort goes, the more likely it is to be occupied by foul creatures, and the less standardized it becomes. Sometimes, the civilization springs into being because of the dungeon beneath it, and at other times, they co-exist without either being the wiser.

RUINS — Lost and buried under the fallen remains of a settlement, a dungeon found in ruins is often forgotten and riddled with dangers, occupied with a variety of creatures possessing it as their home. These dungeons were once used for a particular purpose, and they may still function as such, but they never have their original occupants, save them being undead in form. It is likely that any known location of a ruined dungeon will have been explored and pillaged for its loot. Traps and doors are generally in poor shape and may not function properly.

UNDERWATER — Sunken beneath the waves and tides, an underwater dungeon is usually crafted from some sort of rock or coral, typically serving as a home or lair for an aquatic creature, though sentient races can, and will, construct such dungeons for any reason. These dungeons are normally difficult, if not impossible, for land-based creatures to discover and explore, and are limited in size by the availability of their material. Doors do not normally exist within the structure, though traps, especially those of a poisonous nature, are often used. Castle Keepers are encouraged to develop these dungeons only when means to explore them are readily available to the characters in the campaign.

AERIAL — Almost always crafted from magic, an aerial dungeon is a lethal venture for any character lacking the means to fly, as a solid floor is not likely to exist. These dungeons are very different than most others, as they are capable, usually, of moving, albeit, at a very slow speed. Some aerial castles, however, are stationary and exist within clouds, formed as a sort of treasury for powerful giants or dragons. Disorienting, the walls of an aerial castle are usually transparent, with doors and nonmagical traps being generally nonexistent.

PLANAR — Crossing barriers of existence itself, a planar dungeon is either wholly composed of some otherworldly material, or is a bridge between two, or more, realities. Such dungeons are very dangerous, and often are the lairs of very powerful creatures; these dungeons cannot exist without being constructed by magic, and when found, are usually part of a prison complex or the laboratory of a potent spellcaster. The treasure one can obtain within a planar dungeon is generally unmatched, though the risk in getting it is very high. Unless a planar dungeon contains elements of the normal world, anything nonmagical is unlikely to be present.

SIZE (HOW BIG IS THE DUNGEON?)

A dungeon's size, or more appropriately, its depth, is a major factor for its existence, both in navigability and its general logistics. A very large dungeon is hard to maintain and is more prone to circumstantial malfunction and invasion, while a very small dungeon is usually of little importance. This feature, too, is very important for the Castle Keeper, who must map out, populate, and determine the contents of the entirety of the dungeon. Therefore, the following table is provided to assist and to provide general guidelines for the approximate size of the dungeon to be explored. Each dimension should be rolled for or selected at the discretion of the Castle Keeper.

TABLE 4: SIZE

d20 Roll	Depth	Width	Length
1-8	1 level	8" (1 sheet)	11" (1 sheet)
9-13	2 levels	16" (2 sheets)	22" (2 sheet)
14-16	3 levels	24" (3 sheets)	33" (3 sheets)
17-19	4 levels	32" (4 sheets)	44" (4 sheets)
20	5 levels	40" (5 sheets)	55" (5 sheets)

Width and Length are measured in sheets of standard 8" x 11 ½" graph paper, with each single square being the normal four squares to one inch ratio; on the graph itself, a single square will represent five feet. Note that each level of a dungeon need not be the same dimensions in width and length, though a means to descend or ascend must exist between levels. To facilitate mapmaking, it is suggested that all sheets of graph paper that compose the same level have an identifying marker placed in a corner, using standard coordinates, with width being the X-axis and length being the Y-axis. This, technically, makes depth the Z-axis, for those with an affinity for 3D objects. Please refer to the section entitled Drawing the Map for guidelines on how to effectively place the starting location(s) and to bring the map together for a cohesive whole.

ENTRANCES (HOW TO ENTER THE DUNGEON?)

Dungeons do not usually advertise their presence, but rarely, an obvious entrance will exist. These typically will lead into dungeons which have been pillaged many times, or are places held by evil groups, awaiting the foolish with ambushes and deadly surprise. To create a fully working dungeon, the number, location, and accessibility of its entrances must be known. Roll or select, based on the following table, once for each column. This must be done for each entrance the dungeon has.

TABLE 5: ENTRANCES

d20 Roll	Number	Known?	Hidden?
1-12	1	Yes	No
13-16	2	Yes	Yes
17-19	3	No	Yes
20	4	No	Yes

A known entrance indicates that a large percentage of the local population knows about the dungeon, can point the party in its direction, and in many cases, can provide a map as well. It does not mean, however, that any of these people have been inside the dungeon or can provide details of what may, or may not, be inside.

A hidden entrance means that few, if any, know the exact location of the dungeon entrance, or that there is some sort of special circumstance needed to gain admittance, such as the bearing of a certain staff or the utterance of a password prior to entering. Typically those who have access are a select group, and they are generally not willing to share access to outsiders. Castle Keepers are encouraged to develop methods and manners to discern the nature of a hidden entrance, that being an adventure unto itself.

TABLE 5A: ENTRANCE METHOD

d20 Roll	Method
1-12	Door
13-16	Shaft
17-19	Passage
20	Magic

A dungeon entered through a door is one that often serves some sort of domestic or military service, though prisons and other types are not uncommon. The door itself can be trapped or locked and is often made of some material appropriate to whomever and wherever the dungeon is built.

A shaft-entrance dungeon is typically one originally intended to be a mine, as the shaft extends upward to service labor or function as means to provide oxygen. However, it does not need to be and those dungeons created by the motion of animals and creatures also creates shafts. Generally, a dungeon of this sort will be located deep underground and the shaft may have some sort of mechanism to raise or lower objects.

Passages that are already existent are well suited for forming the entrance to a dungeon as no additional work need be made, and it provides a safe and easy access point for those who would normally dwell within. These places are often lairs and are full of twisting and winding passages, generally existing within caverns and other naturally-made locations.

A dungeon entered by magic is one prone to be deadly and often home to several unique creations, though temples and other areas such as prisons designed to contain relics or powerful inhabitants will also require some sort of magical key. Personal laboratories, or those places that exist partially between realities, will also generally be inaccessible without magical aid. Castle Keepers should be as creative as possible when developing dungeons of this sort.

Age (How old is the dungeon?)

The age of a dungeon determines many things and helps provide a base for determining whether doors, traps, and other features are in working condition, despite being unoccupied if that is the case. It also can determine whether a section of the dungeon has become unstable, or to add general descriptive features. Note, however, that entropy is a convenience and should only be applied when the Castle Keeper wishes it to be. The older a dungeon, the more likely it is to be known, and the more likely it is to have been entered. However, this also works to keep it occupied. In the oldest dungeons, items of great power and mysterious abilities may still be found. And sometimes, such places may foment a need for conquest, such as a lost dwarven ruin overrun by fell orcs. Legends almost always shroud an old dungeon, while new ones are eager to make their mark.

TABLE 6: AGE

d20 Roll	Dungeon Age
1-11	1d4 Millennia
12-14	1d2 Millennia
15-16	2d8 Centuries
17-19	2d4 Decades
20	1d4 Decades

Drawing the Map

Having a fundamental understanding of the basic concepts composing the dungeon, a Castle Keeper can begin to actually draw it, keeping in mind design decisions that are appropriate and reflect the engineering skill and creativity necessary for the dungeon itself. Of course, completely random dungeons are possible as well.

Dungeon maps are created in the following order, with each table being checked as needed:

1) Entrance structure and location [Table 7]

2) Pathway direction [Table 8]

   2a) Pathway features [Table 9]

3) Return to 2

Of primary importance is the placement of a possible dungeon entrance; only one entrance must be initially mapped, with all others being located and entered onto the map as needed. In general, if the dungeon is to have a centralized or singular entrance, it should be located near the outer edge of the map, though a more labyrinthine dungeon should have its entrance located toward the center. Additional entrances, which also serve

as exits, can be placed wherever the Castle Keeper would like using the basic design concept as a guide. Note that any square marked with a "—"whether vertical or horizontal is a pathway; each pathway should be determined per the appropriate table.

TABLE 7: DUNGEON ENTRANCE

d20 Roll	Entrance Number
1-4	1
5-8	2
9-12	3
13-15	4
16-17	5
18-20	6

Each pathway may lead along a hall, or other passage, or may open into a room or chamber. The direction and dimension of such factors are determined below. If a passageway is indicated, then check for direction; rooms and chambers are rarely tilted at angles, though, if the Castle Keeper desires such geometry, then rolling for them is acceptable. Content is then determined, with attendant rolls on the various subtables, with this process continued until the entirety of the dungeon is created

TABLE 8: PATHWAYS

d20 Roll	Pathway
1-11	Passage [Table 8A]
12-19	Room or Chamber [Table 8B]
20	Dead End
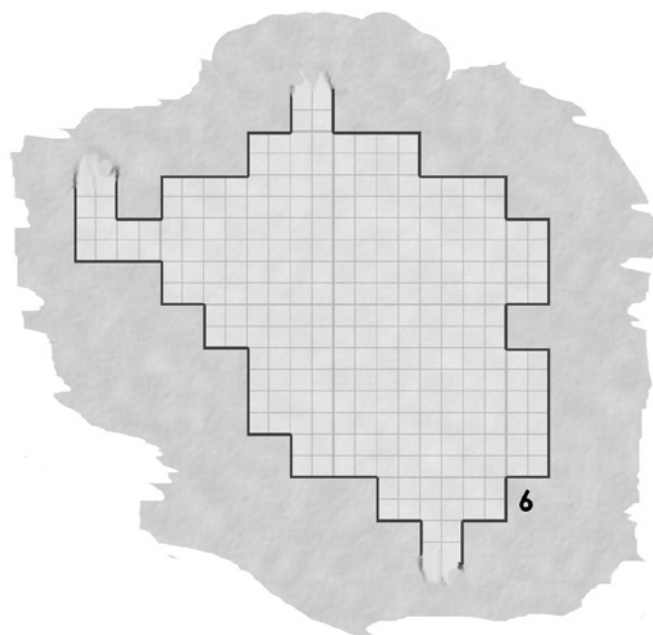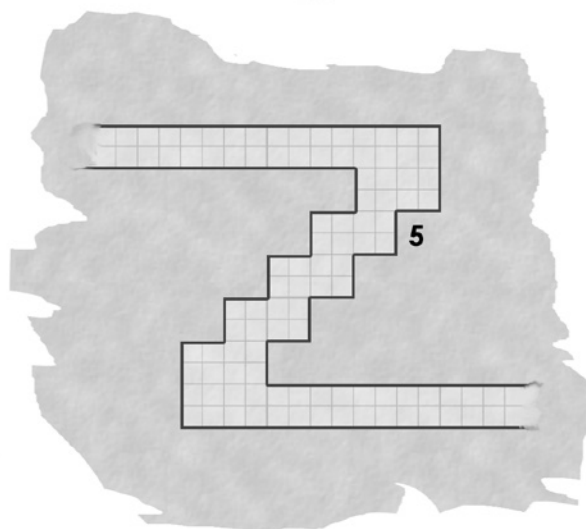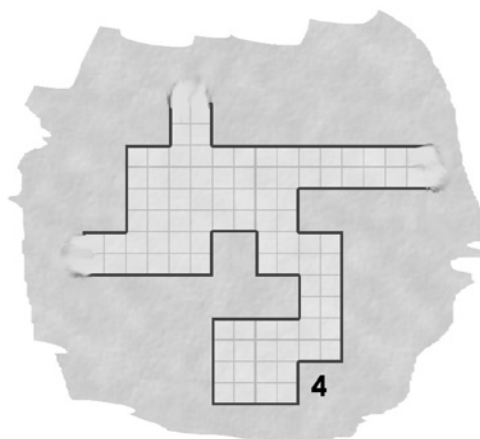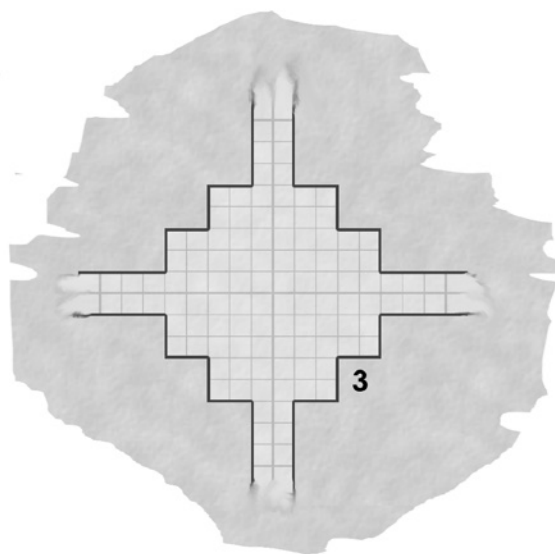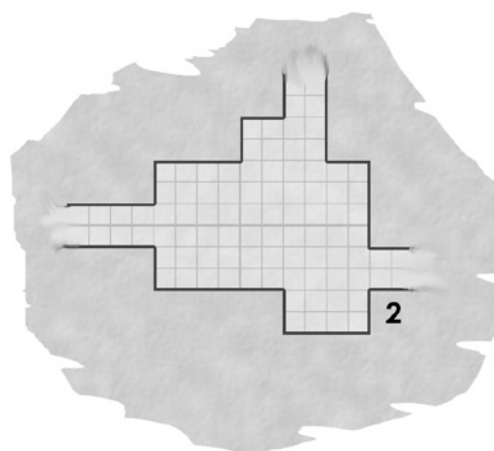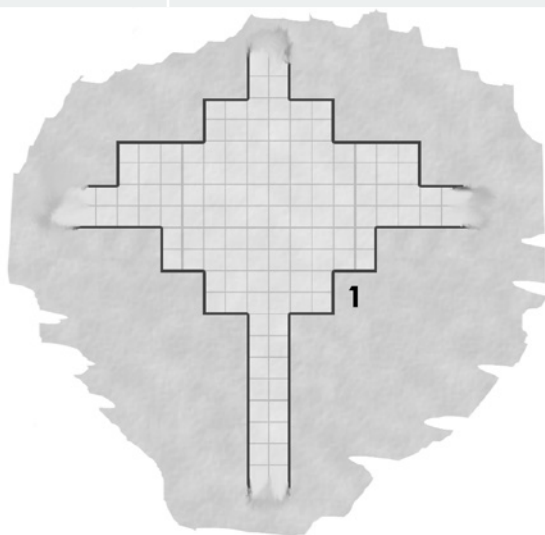
TABLE 8A: PASSAGES

d20 Roll	Passage Number	Direction	Slope
1-2	1	Straight	Flat
3-4	2	Straight	Flat
5-6	3	Straight	Flat
7-8	4	Straight	Flat
9-10	5	Straight	Flat
11-12	6	Straight	Flat
13-14	7	45° Left	Flat
15-16	8	45° Left	Slow
17-18	9	45° Right	Slow
19-20	10	45° Right	Steep

Three rolls are required on the above chart, once for determining which of the passages is to be used, and another roll to see if the passage is tilted; the third roll is used to determine if the passage itself has a gradual incline or recess. If the passage has a 45° direction, then it can be drawn by using diagonal sections of the grid, rather than straight linear; a right motion causes the passage section to shift toward the right edge of the graph paper, while a left motion does the reverse. With practice, placing and drawing such angled sections will become easy; if it is difficult, then simply use straight passages. Note, it is also possible the passages are rounded, using curves, instead of following straight lines.
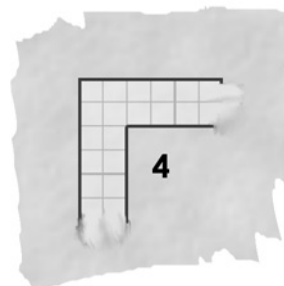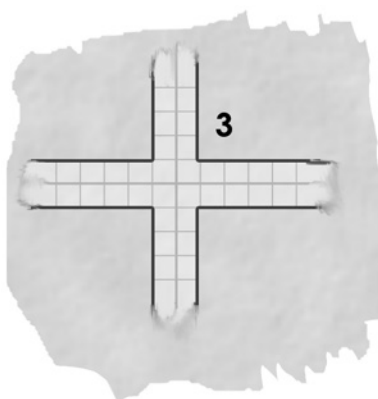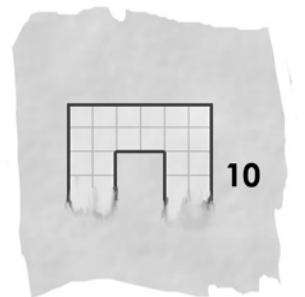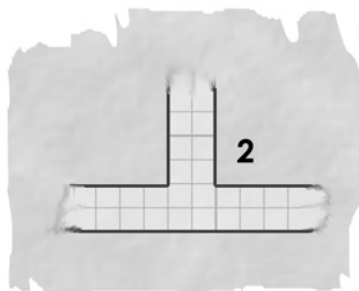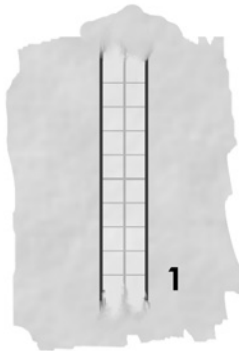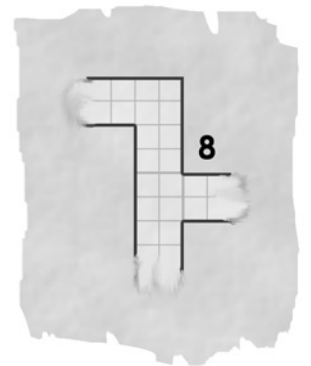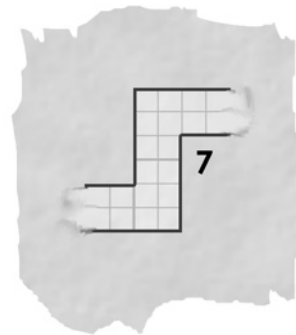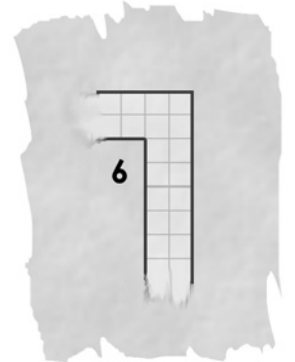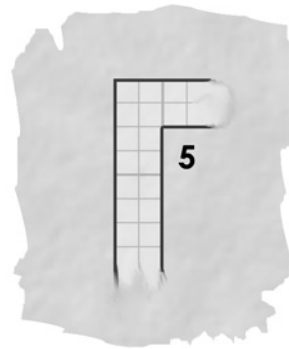
TABLE 8B: ROOMS & CHAMBERS

d20 Roll	Length	Width	Depth	Exits	Shape
1-3	5 feet	15 feet	Small	0	Triangle
4-8	15 feet	20 feet	Small	1	Trapezoid or Parallelogram
9-14	10 feet	10 feet	Medium	1	Rectangle or Square
15-16	20 feet	25 feet	Medium	2	Polygon [Table 8B-1]
17-18	25 feet	30 feet	Medium	2	Circular or Ellipsoid
19-20	30 feet	35 feet	Large	3	Non-Geometric

One roll for each column should be made, each determining a relevant aspect of the pathway's dimensions. Length is generally the number of feet extending from the point of entry, the pathway crosses, with width being an indicator of the distance across the widest portion. Depth measures the size category of monster or creature which can easily maneuver within the pathway; creatures larger than the listed size can enter but must do so in cramped conditions, with penalties and effects subject to the Castle Keeper's discretion. Exits indicate the number of points of exit, placed wherever the Castle Keeper deems appropriate. Shape determines the geometric identity of the room or chamber; if the shape is non-geometric, the Castle Keeper should draw any shape that is wanted, using the space's physical dimensions. Note, in general, the only difference between a room and a chamber, is that the former has a door at its entrance. Refer to Table 10 for information on room / chamber type, if desired.

TABLE 8B-1: POLYGONS

d20 Roll	Number of Sides
1-3	5
4-12	6
13-16	8
17-19	10
20	12

Each of the feature types should be checked to determine if it is present or not, at the Castle Keeper's discretion; it is not required that each hallway or room be checked. If a door is found, it may exist at one, or all, of the entrances/exits of that particular pathway; roll again, once for each of the entrances, with a Y result indicating that that exit also has a door, and then consult Table 9B for further information, again per door. While possible, it is not suggested any single pathway have more than one trap, as it is assumed the passage itself is trapped, rather than any doors which may have their own. Monsters that are located within a pathway are considered to have made the place their home, though it is not their lair unless treasure is also indicated; Castle Keepers should place an appropriate creature, using the dimensions on the passage as a guideline, as well as the nature of the dungeon. Treasure, unguarded, is rare, but possible; consult the appropriate table to determine the treasure type, and then Monsters and Treasure for the specific treasure present; if monsters are present, the treasure available is determined by the monster, rather than by Table 9C.

* – Castle Keepers are encouraged to develop descriptions based on the known facts about a dungeon, disallowing or modifying any roll to keep the contents logical and exciting. The tables for decorative features are for inspirational and creative purposes only and do not attempt to cover all possibilities.

The Castle Keeper should check once per column, per door, to determine the features and functions of the discovered door. A locked door will have some mechanism which prevents it from being easily opened; in most cases, the Pick Lock class ability can be used on these doors, though in a magically constructed dungeon, it may not be possible. Table 9A-1 provides a difficulty for the lock, if the Castle Keeper should need it. Secret doors do not make themselves known, though some abilities can detect them; unless found, the presence of these doors should not be revealed. A door which opens one way is difficult to navigate, as once it is opened, the way one enters is not the way one leaves. Traps on doors are fairly common, and the same guidelines for traps in general apply here equally. Any door has a 1:20 chance of being false.

TABLE 9: FEATURES

d20 Roll	Door?	Trap?	Treasure?	Monster?	Décor?*
1-15	N	N	N	N	Y [Table 9E]
16-19	Y [Table 9A]	Y [Table 9B]	N	Y [Table 9D]	Y
20	Y	Y	Y [Table 9C]	Y	N

TABLE 9A: DOORS

d20 Roll	Locked?	Secret?	One-Way?	Trapped?
1-15	Y [Table 9A-1]	N	N	N
16-19	N	N	N	Y [Table 9B]
20	N	Y	Y	Y

TABLE 9A-1: LOCKS

d20 Roll	Difficulty
1-3	Average Level -2d4
4-7	Average Level -1d4
8-16	Average Level
17-19	Average Level +1d4
20	Average Level +2d4

A trap which is not accessible cannot be disarmed; the reason being the device which triggers or otherwise functions as the trap is, itself, not present locally. A trap which is not visible causes the difficulty of its disarming to increase by ten. Lethal

traps cause damage, whether by injection of poison or by arrow; they do not necessarily result in death. Non-lethal traps are those that hinder movement, or cause some condition which does not directly inflict damage. Rarely, 1 in 20 times, a trap will actually be layered with another; in these cases, roll again for the secondary trap, and apply all results as normal.

TABLE 9B-1: NON-LETHAL TRAPS

d20 Roll	Trap Type	Area of Effect	Attack Roll?
1-7	Immobilizer	Immediate	Y
8-13	Movement [Table 9B-1A]	10 foot radius	Y
14-15	Confusion	30 foot radius	Y
16-18	Puzzle	45 foot radius	Y
19	Trick	60 foot radius	N
20	Magic	90 foot radius	N

Area of effect indicates the maximum distance the trap can affect, starting at its origin, and extending outward.

If an attack roll is required, all creatures within the area of effect must successfully be hit, treating the trap as having an attack bonus equal to its difficulty.

Immobilizing traps render its victim immobile, whether by unconsciousness, paralysis, or simply falling into a pit. They never cause petrifaction. In any case, these traps prevent further movement.

Movement traps, unlike those of an immobilizing nature, actually move those affected. This is generally not caused by teleportation, though a dual-layered trap might. Instead, these are usually such things as falling hallways or sliding staircases and generally have the characteristics detailed below, bearing in mind that no movement trap will lead into a solid wall. Each column result should be determined separately.

A confusion trap generates confusion, generally by shifting position, or by causing sensory deprivation. This effect is not magical in nature, though it can mimic a magical effect, such as blindness or deafness. Rarely, 1 in 20 times, a confusion trap will also function to counter magic.

TABLE 9B: TRAPS

d20 Roll	Accessible?	Visible?	Lethal?	Difficulty
1-3	Y	Y	N [Table 9B-1]	Average Level -2d4
4-7	Y	Y	N	Average Level -1d4
8-16	Y	Y	N	Average Level
17-19	Y	Y	Y [Table 9B-2]	Average Level +1d4
20	N	N	Y	Average Level +2d4

Puzzle traps deny further progression unless successfully solved, much like a riddle or other challenge of mind and body. Typically, these types of traps cannot be disarmed.

A trick trap is any kind of trap that seems to be of one kind, but is actually another. Any such trap has a difficulty four points higher than normal and two rolls should be made, one to indicate what the discoverer initially believes is present, and once more for what the trap actually is. If both results are the same, then the trap is especially confusing and should be considered to be of that type.

Magic traps can have any effect which the Castle Keeper wishes, using the difficulty of the trap as a general guide to the spell, or spell-like abilities the trap has. However, as a non-lethal magic trap, no damage should be taken.

If a movement trap has a same level result, the termination of its distance is on the same level of the dungeon as the trap. If such a trap results in an effect which would be outside the dungeon, then it is treated as a one-way exit, if above, or it moves the affected to the lowest possible level if below.

TABLE 9B-2: LETHAL TRAPS

d20 Roll	Trap Type	Area of Effect	Attack Roll?	Damage
1-5	Arrow	Immediate	Y	1d4
6-9	Guillotine	10 foot radius	Y	1d6
10-11	Crushing [Do not roll damage]	30 foot radius	Y	1d8
12-13	Non-magic Element	45 foot radius	Y	2d6
14-16	Pit [Table 9B-2A]	60 foot radius	Y	3d6
17-19	Poison [Do not roll damage]	90 foot radius	N	4d6
20	Magic	120 foot radius	N	4d8

TABLE 9B-1A: MOVEMENT TRAPS

d20 Roll	Distance	Direction
1-3	50 feet	Same level
4-10	100 feet (One level)	Down
11-16	200 feet (Two levels)	Up
17-19	300 feet (Three levels)	Down
20	400 feet (Four levels)	Up

TABLE 9B-2A: PIT TRAPS

d20 Roll	Depth	Spikes?
1-3	10 feet	N
4-10	20 feet	N
11-16	30 feet	N
17-19	40 feet	Y
20	50 feet	Y

can allow a check to open it. Crushing traps always result in death should its victims be unable to escape.

Non-magical element traps deal damage through application of an elemental force, such as fire, acid, cold, or electricity. By definition, these traps are not magical, though the effects may be similar to those of a given spell, at the Castle Keeper's discretion; if this is chosen, do not roll damage above, but apply the rules for the spell as normal, using the trap difficulty as the caster level.

A pit trap is a hole in the ground, with features as detailed below. Note, damage should be determined using the above table, but based on the distance of the fall, as found on the table below.

Poison traps deliver , a toxin to the bodies of those within its effects through whatever means the Castle Keeper deems appropriate. The nature of the poison should be determined using the rules as found in Monsters and Treasure, using it's disarm difficulty as its save difficulty.

Magic traps can have any effect the Castle Keeper wishes, using the difficulty of the trap as a general guide to the spell, or spell-like abilities the trap has.

A pit trap with spikes deals an additional 1d6 points of damage when fallen into, and may be poisoned. If the spikes are poisoned (1-8 on a d20), the exact poison should be determined per the rules in Monsters and Treasure. Note, pit traps cannot be disarmed, though they can be jammed.

Area of effect indicates the maximum distance affected by the trap, starting from the point of origin and extending outward.

If an attack roll is required, all within the area of effect must be successfully struck using the difficulty as the attack roll bonus.

All affected victims sustain the damage rating, though a successful save vs. traps reduces by half. Should a Castle Keeper wish, damage can be increased or decreased based on the desires and specifics of the dungeon.

An arrow trap launches a number of bolts, spears, arrows, or other missile weapons as it is sprung. These missiles are sometimes coated with poison, though this is left to the Castle Keeper's discretion.

Guillotine traps are designed to remove body parts, whether hands, or feet. Sometimes, these traps are meant to behead an unfortunate victim. One in twenty such traps are the latter and result in death unless disarmed before being sprung; all others result in damage taken, with an additional effect of causing severe blood loss, equal to 1d3 points per round until magically healed. Castle Keeper's are encouraged to develop rules for the loss of particular body parts, and to be creative in the application of this type of trap.

A crushing trap generally involves grinding and crushing, sometimes as the floor rises, or as the walls come closer. Regardless, these traps typically require a lot of time to be effective, at least ten full minutes. However, during this time, a very complex lock mechanism (often five to fifteen levels higher than the average party level) is in place, preventing escape, though a Castle Keeper

TABLE 9C: TREASURE

D20 Roll	Contained?	Modifier	# of Rolls	Treasure Type
1-3	Y	-10%	1	2
4-8	Y	-5%	1	4
9-14	Y	—	1	6
15-16	Y	—	1	8
17-18	N	+5%	1	10
19-20	N	+10%	2	12

One roll for each column should be made, with each factor noted. Treasure found in containers may be locked or trapped, or possibly both, with the Table 9A used to determine the specifics. The modifier column result is the percent value added or subtracted when rolling for the presence of a particular type of treasure, such as coinage, or gems, as noted in Monsters and Treasure, based on the treasure type itself; this modifier applies to all such rolls. Castle Keepers are encouraged to limit or increase the value of any found treasure, per the needs of the campaign.

TABLE 9D: MONSTER COMMONALITY

d100	Commonality
01 – 75	Common
76 – 95	Uncommon
96 – 00	Rare

Commonality determines the relative chance of meeting a specific monster type within the environment of its type. When using these tables, ensure the proper terrain or climate table is used; in cases where multiple charts may be appropriate, use whichever is preferred. In addition, these tables are meant to be modified and expanded, to suit the needs of the Castle Keeper.

Desert, Hot

Common

01 – 04:	Ant, Giant (Worker)		28 – 32:	Horse, Light War		81 – 83:	Pony
05 – 06:	Bird of Prey, Small		33 – 37:	Horse, Riding		84 – 88:	Rat, Giant
08 – 11:	Crocodile (Alligator)		38 – 60:	NPC [Table 9D-1]		89:	Skeleton
12 – 13:	Dog (Coyote)		61 – 62:	Jackal		90 – 93:	Snake, Venomous
14 – 17:	Gnoll		63 – 67:	Kobold		94 – 96:	Spider, Medium
18 – 22:	Goblin		68 – 72:	Lizardfolk		97 – 00:	Spider, Small
23 – 25:	Griffon		73 – 74:	Ogre			
26 – 27:	Hobgoblin		75 – 80:	Orc			

Uncommon

01 – 02:	Ant, Giant (Solider)		28 – 30:	Harpy		64 – 75:	Snake, Giant Constrictor
03 – 06:	Basilisk		31 – 34:	Hippogriff		76 – 83:	Spider, Large
07 – 08:	Bird of Prey, Large		35 – 40:	Lizard, Giant		84 – 87:	Troll
09 – 12:	Bugbear		41 – 45:	Manticore		88 – 90:	Wraith
13 – 15:	Bulette		46 – 48:	Medusa		91 – 92:	Wyvern
16 – 18:	Chimera		49 – 50:	Naga, Spirit		93 – 95:	Wight
19 – 22:	Cockatrice		51 – 53:	Naga, Dark		96 – 00:	Zombie
23 – 24:	Doppelganger		54 – 56:	Rakshasa			
25 – 27:	Ghoul		57 – 63:	Rust Monster			

Rare

01 – 02:	Ant, Giant (Queen)		59:	Ghost		82:	Prysmal Eye (Nonocculus)
03 – 05:	Behir		60 – 63:	Lamia		83:	Roc
06 – 15:	Dragon, Blue [Table 9D-2]		64 – 67:	Lammasu		84 – 85:	Spectre
16 – 30:	Dragon, Brass [Table 9D-2]		68:	Lich		86 – 88:	Sphinx, Androsphinx
31 – 45:	Dragon, Copper [Table 9D-2]		69 – 75:	Lion		89 – 91:	Sphinx, Criosphinx
46 – 50:	Dragon, Gold [Table 9D-2]		76 – 79:	Mummy		92 – 94:	Sphinx, Gynosphinx
51 – 55:	Dragon, Red [Table 9D-2]		80:	Naga, Ghost		95 – 97:	Sphinx, Hieracosphinx
56 – 58:	Ghast		81:	Naga, Guardian		98 – 00:	Yrthak

Desert, Cold

Common

01 – 04:	Bear, Brown (Grizzly)		60 – 66:	Gnoll		91:	Ogre
05 – 10:	Bugbear		67 – 73:	Goblin		92 – 93:	Orc
11:	Cat		74 – 77:	Griffon		94:	Skeleton
12 – 16:	Dog (Coyote)		78 – 80:	Herd Animal		95:	Wight
17 – 54:	NPC [Table 9D-1]		81 – 83:	Hippogriff		97 – 99:	Wolf
55 – 57:	Ghast		84 – 86:	Hobgoblin		00:	Zombie
58 – 59:	Ghoul		87 – 90:	Horse, Heavy War			

Uncommon

01 – 02:	Bear, Cave		26 – 45:	Giant, Frost		66 – 80:	Tiger
03 – 04:	Blink Dog		46 – 50:	Hydra, Cryohydra [1d8+4 HD]		81 – 90:	Troll
05:	Doppelganger		51 – 60:	Lycanthrope, Werewolf		91 – 97:	Wolf, Winter
06 – 15:	Dragon, White [Table 9D-2]		61:	Rat, Giant		98 – 00:	Wraith
16 – 20:	Eagle, Giant		62 – 64:	Remorhaz			
21 – 25:	Ettin		65:	Spectre			

Rare

01 – 15:	Dragon, Gold [Table 9D-2]		71 – 80:	Giant, Cloud		87 – 90:	Lycanthrope, Werebear
16 – 40:	Dragon, Silver [Table 9D-2]		81 – 85:	Giant, Storm		91 – 00:	Purple Worm
41 – 70:	Frost Worm		86:	Lich			

FOREST

COMMON

Roll	Result	Roll	Result	Roll	Result
01:	Ant, Giant (Worker)	49 – 50:	Frog, Giant	84:	Owlbear
02 – 03:	Arrowhawk, Small	51 – 52:	Fungus, Violet	85 – 88:	Rat, Giant
04 – 05:	Baboon	53 – 55:	Gnoll	89:	Screecher
06 – 07:	Bear, Black	56 – 62:	Goblin	90 – 91:	Snake, Giant Constrictor
08 – 09:	Bird of Prey, Small	63:	Harpy	92 – 93:	Snake, Venomous
10:	Boar, Wild (Razorback)	64 – 69:	Hobgoblin	94 – 96:	Spider, Small
11 – 13:	Bugbear	70 – 71:	Jaculus	97:	Spider, Medium
14:	Cat	72 – 76:	Kobold	98 – 99:	Tick, Giant
15:	Dog (Coyote)	77:	Lizardfolk	00:	Toad, Giant
16 – 48:	NPC [Table 9D-1]	78 – 83:	Orc		

UNCOMMON

Roll	Result	Roll	Result	Roll	Result
01:	Ant, Giant (Solider)	24 – 26:	Chimera	61 – 63:	Lycanthrope, Wereboar
02 – 04:	Ankheg	27 – 28:	Cockatrice	64 – 67:	Manticore
05 – 06:	Ape, Great	29:	Doppelganger	68 – 75:	Ogre
07:	Arrowhawk, Medium	30 – 35:	Dragon, Green [Table 9D-2]	76:	Pseudodragon
08 – 10:	Assassin Vine	36 – 43:	Dragonne	77 – 80:	Rust Monster
11:	Basilisk	44 – 47:	Ettercap	81:	Satyr
12 – 13:	Bear, Brown (Grizzly)	48:	Giant, Hill	82 – 83:	Spider, Large
14:	Bird of Prey, Large	49 – 51:	Griffon	84 – 85:	Tiger
15 – 16:	Blink Dog	52:	Hippogriff	86 – 93:	Troll
17 – 18:	Bulette	53 – 55:	Lizard, Giant	94 – 99:	Wolf
19 – 23:	Centaur	56 – 60:	Lycanthrope, Werewolf	00:	Wyvern

RARE

Roll	Result	Roll	Result	Roll	Result
01:	Ant, Giant (Queen)	22 – 27:	Dragon, Gold [Table 9D-2]	65 – 67:	Phase Spider
02:	Arrowhawk, Large	28 – 34:	Dryad	68 – 70:	Rakshasa
03 – 06:	Behir	35 – 36:	Hag, Annis	71:	Shambling Mound
07:	Couatl	37 – 42:	Lycanthrope, Werebear	72 – 76:	Sprite, Grig
08:	Dinosaur, Tyrannosaurus	43 – 48:	Lycanthrope, Weretiger	77 – 83:	Sprite, Pixie
09 – 14:	Dragon, Black [Table 9D-2]	49 – 53:	Nymph	84 – 94:	Treant
15 – 21:	Dragon, Red [Table 9D-2]	54 – 64:	Ogre Mage	95 – 00:	Unicorn

HILLS

COMMON

Roll	Result	Roll	Result	Roll	Result
01:	Ant, Giant (Worker)	54 – 64:	Goblin	84:	Minotaur
02:	Arrowhawk, Small	65 – 67:	Griffon	85 – 89:	Orc
03 – 04:	Bear, Black	68:	Harpy	90 – 91:	Rat, Giant
05 – 08:	Bird of Prey, Small	69:	Hippogriff	92:	Raven
09 – 11:	Boar, Wild (Razorback)	70 – 75:	Hobgoblin	93:	Pony
12 – 14:	Bugbear	76 – 77:	Kobold	94 – 95:	Snake, Venomous
15:	Cat	78:	Lizard, Giant	96:	Spider, Small
16 – 22:	Gnoll	79:	Manticore	97 – 00:	Wolf
23 – 53:	NPC [Table 9D-1]	80 – 83:	Ogre		

UNCOMMON

Roll	Result	Roll	Result	Roll	Result
01:	Ankheg	17 – 22:	Dragon, Brass [Table 9D-2]	76 – 78:	Rust Monster
02:	Ant, Giant (Soldier)	23 – 30:	Dragonne	79 – 80:	Skeleton
03:	Arrowhawk, Medium	31 – 33:	Ettin	81 – 83:	Snake, Giant Constrictor
04:	Assassin Vine	34 – 36:	Ghoul	84 – 85:	Spider, Large
05:	Barghest [Table 9D-3]	37 – 50:	Giant, Hill	86 – 87:	Spider, Medium
06 – 07:	Basilisk	51 – 54:	Gorgon	88:	Troll
08 – 09:	Bear, Brown (Grizzly)	55 – 57:	Lion	89 – 91:	Troll, Hill

10:	Behir		58 – 60:	Lycanthrope, Wereboar		92 – 94:	Wight
11:	Bird of Prey, Large		61 – 63:	Lycanthrope, Weretiger		95:	Wolf, Worg
12:	Bulette		64 – 67:	Lycanthrope, Werewolf		96:	Wraith
13:	Blink Dog		68 – 70:	Medusa		97 – 99:	Wyvern
14 – 15:	Cockatrice		71 – 74:	Ogre Mage		00:	Zombie
16:	Doppelganger		75:	Phase Spider			

Rare

01:	Allip		21 – 40:	Dragon, Copper [Table 9D-2]		63 – 65:	Hag, Annis
02:	Ant, Giant (Queen)		41 – 45:	Dragon, Gold [Table 9D-2]		66 – 70:	Lycanthrope, Werebear
03 - 07:	Arrowhawk, Large		46 – 50:	Dragon, Red [Table 9D-2]		71 – 80:	Lynx, Giant
08:	Banshee		51:	Ghast		81 – 85:	Rakshasa
09 – 15:	Bear, Cave		52 – 56:	Giant, Cloud		86 – 90:	Roc
16:	Bodak		57 – 58:	Giant, Stone		91 – 00:	Spectre
17 – 20:	Chimera		59 – 62:	Giant, Storm			

Jungle/Swamp

Common

01 – 03:	Assassin Vine		46 – 47:	Goblin		84 – 87:	Snake, Venomous
04 – 06:	Baboon		48 – 49:	Hobgoblin		88 – 90:	Spider, Small
07 – 10:	Boar, Wild (Razorback)		50 – 52:	Jaculus		91:	Spider, Medium
11 – 13:	Bugbear		53 – 57:	Kobold		92 – 94:	Stirge
14 – 17:	Crocodile (Alligator)		58 – 70:	Lizardfolk		95:	Tick, Giant
18 – 36:	NPC [Table 9D-1]		71 – 76:	Orc		96 – 97:	Toad, Giant
37 – 41:	Frog, Giant		77 – 81:	Rat, Giant		98 – 99:	Troglodyte
42 – 43:	Fungus, Violet		82:	Rust Monster		00:	Zombie
44 – 45:	Gnoll		83:	Skeleton			

Uncommon

01:	Ankheg		59 – 63:	Hag, Green		86 – 88:	Owlbear
02 – 03:	Ape, Great		64 – 66:	Lizard, Giant		89:	Roper
04 – 05:	Behir		67 – 68:	Locathah		90:	Sahuagin
06 – 10:	Bulette		69 – 71:	Manticore		91:	Shambling Mound
11 – 20:	Dragon, Black [Table 9D-2]		72:	Medusa		92 – 93:	Snake, Giant Constrictor
21 – 30:	Dragon, Green [Table 9D-2]		73 – 76:	Naga, Water		94 – 95:	Spider, Large
31 – 50:	Dragonne		77:	Naga, Dark		96:	Tiger
51 – 55:	Ettercap		78 – 83:	Ogre		97:	Troll
56:	Ghoul		84:	Ooze, Gray		98 – 99:	Troll, River
57 – 58:	Gibbering Mouther		85:	Otyugh		00:	Wyvern

Rare

01 – 03:	Barghest [Table 9D-3]		31 – 50:	Hydra [1d8+4 HD]		71 – 75:	Ooze, Ochre Jelly
04 – 06:	Couatl		51 – 55:	Lycanthrope, Weretiger		76 – 77:	Phase Spider
07 – 11:	Dragon, Red [Table 9D-2]		56 – 58:	Naga, Ghost		78 – 84:	Rakshasa
12 – 16:	Dragon, Bronze [Table 9D-2]		59 – 62:	Naga, Guardian		85 – 94:	Treant
17 – 21:	Dragon, Gold [Table 9D-2]		63 – 65:	Naga, Spirit		95 – 00:	Will-O'-Wisp
22 – 30:	Hag, Annis		66 – 70:	Ooze, Black Pudding			

Mountains

Common

01 – 05:	Arrowhawk, Small		54 – 55:	Eagle, Giant		76 – 85:	Troll
06 – 15:	Basilisk		56 – 63:	Giant, Hill		86 – 89:	Wolf
16 – 20:	Bear, Brown (Grizzly)		64 – 66:	Griffon		90 – 00:	Wolf, Worg
21 – 25:	Bird of Prey, Large		67 – 70:	Harpy			
26 – 53:	NPC [Table 9D-1]		71 – 75:	Minotaur			

01 – 05:	Arrowhawk, Medium	31 – 40:	Dragon, White [Table 9D-2]	86:	Remorhaz
06:	Barghest [Table 9D-3]	41 – 55:	Giant, Frost	87:	Roc
07 – 15:	Bear, Cave	56 – 80:	Giant, Stone	88 – 95:	Troll, Hill
16 – 20:	Chimera	81 – 82:	Gorgon	96 – 00:	Wolf, Winter
21 – 30:	Dragon, Silver [Table 9D-2]	83 – 85:	Manticore		

RARE

01 – 05:	Arrowhawk, Large	51 – 53:	Frost Worm	94 – 98:	Ogre Mage
06 – 15:	Dragon, Red [Table 9D-2]	54 – 70:	Giant, Cloud	99:	Prysmal Eye (Nonocculus)
16 – 25:	Dragon, Copper [Table 9D-2]	71 – 75:	Giant, Fire	00:	Purple Worm
26 – 35:	Dragon, Gold [Table 9D-2]	76 – 91:	Giant, Storm		
36 – 50:	Ettin	92 – 93:	Medusa		

PLAINS

COMMON

01:	Ant, Giant (Worker)	22 – 25:	Gnoll	71 – 72:	Pony
02:	Arrowhawk, Small	26 – 45:	NPC [Table 9D-1]	73:	Pony, War
03 – 04:	Baboon	46 – 50:	Goblin	74 – 77:	Rat, Giant
05:	Bear, Black	51 – 53:	Herd Animal	78:	Raven
06:	Bird of Prey, Large	54 – 56:	Hobgoblin	79 – 80:	Skeleton
07 – 08:	Bird of Prey, Small	57:	Horse, Light War	81 – 82:	Snake, Giant Constrictor
09:	Boar, Wild (Razorback)	58 – 59:	Horse, Riding	83 – 85:	Snake, Venomous
10 – 15:	Bugbear	60:	Jackal	86 – 88:	Spider, Medium
16 – 18:	Cat	61 – 66:	Kobold	89 – 94:	Spider, Small
19 – 20:	Dog (Coyote)	67:	Ogre	95 – 00:	Wolf
21	Elephant	68 – 70:	Orc		

UNCOMMON

01 – 02:	Ankheg	25:	Ghoul	71 – 75:	Toad, Giant
03:	Ant, Giant (Soldier)	26 – 31:	Griffon	76 – 79:	Troll
04:	Arrowhawk, Medium	32 – 37:	Hippogriff	80:	Werebear
05 – 09:	Basilisk	38 – 41:	Horse, Heavy War	81 – 83:	Wereboar
10:	Blink Dog	42 – 45:	Lion	84 – 86:	Weretiger
11 – 12:	Bulette	46 – 49:	Manticore	87 –91:	Werewolf
13 – 14:	Centaur	50 – 53:	Ogre Mage	92 –98:	Wolf, Worg
15 – 17:	Chimera	54 – 56:	Rust Monster	95 – 98:	Wyvern
18 – 20:	Cockatrice	57 – 63:	Screecher	99 – 00:	Zombie
21 – 22:	Fleshcrawler	64 – 65:	Shadow		
23 – 24:	Fungus, Violet	66 – 70:	Spider, Large		

RARE

01 – 02:	Ant, Giant (Queen)	41 – 45:	Dragon, Gold [Table 9D-2]	84 – 85:	Pseudodragon
03:	Arrowhawk, Large	46 – 50:	Dragon, Red [Table 9D-2]	86:	Rakshasa
04:	Banshee	51 – 65:	Dragonne	87:	Roc
05 – 07:	Barghest [Table 9D-3]	66 – 70:	Ghast	88:	Spectre
08:	Behir	71:	Ghost	89:	Sphinx, Androsphinx
09:	Bodak	72 – 73:	Lamia	90:	Sphinx, Criosphinx
10:	Couatl	74 – 75:	Lammasu	91:	Sphinx, Gynosphinx
11 – 13:	Dinosaur, Triceratops	76:	Lich	92:	Sphinx, Hieracosphinx
14 – 16:	Dinosaur, Tyrannosaurus	77 – 80:	Pegasus	93 – 96:	Wight
17 – 25:	Doppelganger	81 – 82:	Phase Spider	97 – 00:	Wraith
26 – 40:	Dragon, Copper [Table 9D-2]	83:	Prysmal Eye (Nonocculus)		

PLANAR

COMMON

Roll	Monster	Roll	Monster	Roll	Monster
01 – 10:	Barghest [Table 9D-3]	28 – 35:	Doppelganger	71 – 90:	Quasit
11 – 25:	Belker	36 – 45:	Hellhound	91 – 95:	Shadow
26 – 27:	Blink Dog	46 – 70:	Imp	96 – 00:	Wraith

UNCOMMON

Roll	Monster	Roll	Monster	Roll	Monster
01 – 02:	Achaierai	66 – 70:	Genie, Djinni	81 – 85:	Salamander
03 – 05:	Allip	71 – 75:	Genie, Efreeti	86 – 93:	Shadow Mastiff
06 – 20:	Elemental, Air [Table 9D-4]	76:	Ghast	94 – 97:	Xorn
21 – 35:	Elemental, Earth [Table 9D-4]	77 – 78:	Invisibile Stalker	98 – 00:	Tavis (Worm) Wyrm
36 – 50:	Elemental, Fire [Table 9D-4]	79:	Nightmare		
51 – 65:	Elemental, Water [Table 9D-4]	80:	Phase Spider		

RARE

Roll	Monster	Roll	Monster	Roll	Monster
01 – 15:	Banshee	33 – 50:	Devourer	91 – 93:	Lich
16 – 30:	Bodak	51 – 75:	Ghost	94 – 00:	Titan
31 – 32:	Couatl	76 – 90:	Hag, Night		

UNDERGROUND

COMMON

Roll	Monster	Roll	Monster	Roll	Monster
01 – 05:	Bugbear	56 – 60:	Hobgoblin	93 – 94:	Snake, Venomous
06 – 33:	NPC [Table 9D-1]	66 – 75:	Kobold	95 – 96:	Spider, Small
34 – 40:	Ghoul	76 – 80:	Orc	97 – 98:	Troglodyte
41 – 45:	Gnoll	81 – 90:	Rat, Giant	99 – 00:	Zombie
46 – 55:	Goblin	91 – 92:	Skeleton		

UNCOMMON

Roll	Monster	Roll	Monster	Roll	Monster
01 – 02:	Ankheg	25 – 27:	Gibbering Mouther	83 – 84:	Otyugh
03:	Assassin Vine	28 – 30:	Locathah	85 – 86:	Rust Monster
04 – 05:	Behir	31 – 45:	Lycanthrope, Wererat	87 – 90:	Sahuagin
06:	Bulette	46 – 50:	Manticore	91 – 92:	Shadow
07 – 10:	Cloaker	51 – 60:	Medusa	93 – 95:	Spider, Medium
11:	Doppelganger	61 – 70:	Minotaur	96 – 97:	Troll
12 – 13:	Fleshcrawler	71 – 72:	Naga, Dark	98:	Troll, Hill
14 – 15:	Gelatinous Cube	73 – 76:	Ogre	99:	Wight
16 – 17:	Ghast	77 – 80:	Ooze, Gray	00:	Wraith
18 – 24:	Giant, Hill	81 – 82:	Ooze, Ochre Jelly		

RARE

Roll	Monster	Roll	Monster	Roll	Monster
01:	Aboleth	43:	Golem, Stone	81:	Ooze, Black Pudding
02:	Bodak	44:	Golem, Iron	82 – 85:	Prysmal Eye (Nonocculus)
03:	Darkmantle	45 – 50:	Green Slime	86 – 87:	Roper
04 – 10:	Drider	51:	Lich	88 – 90:	Spectre
11 – 30:	Elf, Drow	52 – 54:	Mimic	91 – 94:	Spider, Large
31 – 40:	Giant, Stone	55 – 60:	Mummy	95 – 00:	Vampire
41:	Golem, Clay	61 – 65:	Naga, Guardian		
42:	Golem, Flesh	66 – 80:	Ogre Mage		

Shadowstaff

TABLE 9D-1: NPC SUBTABLE

d100	Race	Classed?	Level	Gear / Treasure	Party?
01 – 10	Half-Orc	No	3d4+8	14	No
11 – 20	Gnome	Yes	2d4+12	12	No
21 – 25	Halfling	Yes	1d4+12	10	Yes – 1d3+3
26 – 40	Half-Elf	Yes	1d4+8	8	Yes – 2d4
41 – 49	Elf	Yes	1d3+6	6	Yes – 2d4
50 – 64	Dwarf	Yes	1d3+3	4	Yes – 1d3
65 – 00	Human	Yes	1d3	2	Yes – 1d3+3

Each column, as needed, should be determined. Race indicates the race, with all attendant abilities as presented in the Player's Handbook. If an NPC is classed, the third column indicates the level or hit dice of that NPC; Castle Keepers are encouraged to assign whatever class to the NPC as needed for the encounter. The fourth column indicates the treasure type available, and all items and equipment should be selected or rolled accordingly. If a party is indicated, the number range provided after the dash details the number of NPCs encountered; this column is checked only once.

TABLE 9D-2: DRAGON SUBTABLE

d100	Dragon Age	Mated?	Laired?
01 – 05	1	No	No
06 – 10	2	No	No
11 – 20	3	No	No
21 – 60	1d3+3	No	No
61 – 80	1d3+6	No	No
81 – 90	10	Yes	Yes
91 – 95	11	Yes	Yes
96 – 00	12	Yes	Yes

Each column should be determined. If a dragon is mated, there is a 25% chance of offspring, and a 50% chance the mate is encountered as well; the mate will vary in age, plus or minus three, with a minimum of age four being required for maturation. Mates are nearly always (90%) the same variety of dragon; however, offspring of non-like dragons do not gain any additional benefit, and are always the same variety as the father. An offspring will always be of 1d3 age, and will typically be in the lair. Dragons encountered outside their lair will not have any treasure.

TABLE 9D-3: BARGHEST SUBTABLE

d100	Hit Dice
01 – 10	1
11 – 25	2
26 – 50	3
51 – 60	4
61 – 70	5
71 – 85	6
86 – 95	7
96 – 99	8
00	9

TABLE 9D-4: ELEMENTAL SUBTABLE

d100	Hit Dice
01 – 40	1d6
41 – 79	3d4+3
80 – 94	1d3+15
95 – 98	1d8+16
99 – 00	3d4+18

TABLE 9E: DÉCOR

d20	Number of Features	Décor Type
1 – 14	1d2	Physical [Table 9E-1]
15 – 20	1d3+1	Condition [Table 9E-2]

The number of decorative features should be determined first, followed by one roll per such feature on the table to determine the specific details.

TABLE 9E-1: PHYSICAL DECORATIONS

d100	Physical Decoration
01 – 06	Liquid [Table 9E-1A]
07 – 15	Temperature [Table 9E-1B]
16 – 25	Artwork
26 – 40	Litter / Debris
41 – 60	Functional Object
61 – 75	Sound [Table 9E-1C]
76 – 80	Odor [Table 9E-1D]
81 – 00	Lighting [Table 9E-1E]

Liquids are anything that is not a solid-state object, such as acid, magma, or water, and which is either standing or moving. In the case of moving water, often produced by subterranean streams, the Castle Keeper may wish to treat the stream as a passageway, determining direction, its depth, and so forth as normal; it is possible, at the Castle Keeper's discretion, that a liquid decoration serves as the entrance to an entirely different dungeon, or possibly, an extension of the current one, being composed of one or more floors of an aquatic nature. Use the following table to determine the basic descriptive qualities of a liquid decoration.

TABLE 9E-1A: LIQUIDS

d100	Type of Liquid
01	Mercury
02 – 05	Acid
06 – 10	Alcohol
11	Magma
12	Blood
13 – 20	Oil
21 – 25	Poison
26	Liquid Metal
27 – 30	Tar
31 – 40	Mud / Quicksand
41 – 00	Water

Any liquid has a 25% of being a pool, meaning it does not move and is possibly built into a stable foundation such as a fountain, or other physical structure. All pools have a 5% of being magical. The method of activation is crucial to the effectiveness of a magic pool, and should be determined only for such. Specific abilities of magical pools can be determined using the following table:

TABLE 9E-1A-1: MAGICAL POOLS

d100	Activation	Effect
01	None	Wish
02 – 03	Spell	Removal
04 – 20	Condition	Negation
21 – 50	Bathing	Cursed
51 – 70	Offering (Magic)	Empowering
71 – 80	Offering (Money)	Bestowing
81 – 85	Offering (Money)	Teleport
86 – 95	Offering (Money)	Money
96 – 99	Offering (Money)	Treasure
00	Offering (Money)	Transformation

One roll per column needs to be made.

Magical pools that do not have activations simply function as soon as they are encountered, and typically do not grant saves. Those which require an offering require a character to sacrifice an amount of money or treasure, especially magical items, of the Castle Keeper's choice. If a magical pool activates by bathing, then a character must physically enter the pool, willfully subjecting, and accepting, any consequences from the pool's nonmagical and magical aspects, though it is possible an ordinarily damaging pool of this type does not directly harm the character. A conditional activation means some special circumstances must be met, such as functioning only in pure darkness or in total silence, or possibly, only functioning for a specific race or class of individual; the details should be determined by the Castle Keeper. Spell activations require a spell, typically one that serves a counterproductive result (for example, an alcohol or oil pool might require a fire-based spell to activate), before the magical effect is generated; in some ways, a spell activation is a conditional activation, and the Castle Keeper must determine the exact requirements. In all cases, magical pools can be activated once, having a 20% chance for a second activation. If the pool is activated a second time, a third activation has half the normal chance (10%) to be effective, and so forth, regardless of whom attempts the activation.

A wish effect grants the character a one time use of the spell of the same name, typically with the stipulation that is must be used immediately or be forfeited. If a pool has a removal effect the character activating it is severely affected, typically losing one experience level, or suffering the permanent loss of a class or racial feature, or possibly even having an attribute considered non-Prime. Castle Keepers should use such effects sparingly with the more powerful removals having some means to counter the effect. A negation effect is similar to a removal, only the effects are temporary, having a duration decided upon by the Castle Keeper; the recommended duration is 2d4 days. Pools which have a cursed effect afflict a curse, as per the spell, upon the activator, or affect in a manner not listed previously, at the discretion of the Castle

Keeper. Empowering effects enhance a character's performance, typically by granting a bonus to specific checks or die roll types, with the more potent granting a lesser bonus (for example, an empowerment that aids attack rolls might grant a +1, whereas one that aids a character's move silently could grant a +6 or more). A pool that grants a bestowment permanently give a character an ability they did not previously possess, or otherwise increases a character's abilities on a permanent basis, such as gaining more hit points, an armor class improvement, or an attribute increase. The exact details are left to the Castle Keeper to decide, based on the needs and the individual character(s) involved. If a pool functions as a teleport, the activator is moved to a new location, which may or may not be in the same dungeon or even realm of existence. Such pools should be reserved for special situations, or treated as non-lethal movement traps, and determined as such. Pools that grant money or treasure should have their specific results determined by the charts for treasure (Table 9C) and those found in Monsters and Treasure. Transformative pools affect a character much as a polymorph spell, though it can also function as a petrifaction attack. Castle Keepers must use their judgment and desires to resolve the specific effects of a pool of this nature.

TABLE 9E-1B: TEMPERATURE

d20	Temperature	Severity
1 – 3	Increase	Mild
4 – 6	Decrease	Moderate
7 – 9	Increase	Severe
10 – 12	Decrease	Mild
13 – 16	Increase	Moderate
17 – 20	Decrease	Severe

Each column should be used to determine the specifics of the temperature alteration.

Mild temperature changes can be noticed with a successful Wisdom check (difficulty 4), though characters such as rangers, druids, elves, and barbarians may be excluded from needing to check, as the Castle Keeper decides. Likewise, a moderate temperature change can be detected with a successful Wisdom check (difficulty 0). All characters are able to detect a severe change in temperature.

Artwork decorations can be any kind of architectural design, from archway engravings to colonnades, as well as mosaic murals or even tapestries. In any case, such a piece has the same chance to be magical and have the same abilities as a magical pool, detailed above.

Decorations of the litter / debris kind are typically refuse, left-overs of various sorts, dependant on the nature, purpose, and other factors of the dungeon. Castle Keepers must use their knowledge of the dungeon's logic to properly determine what may be found, though common items include broken weapons, spent torches, and the remains of bodies.

A functional object, by its nature, is some item that still operates ranging from a throne, to a spoon, and anything else the Castle Keeper can imagine. It is recommended that the Castle Keeper use the equipment lists in the Player's Handbook as a guide to the possible items that may be found lingering, noting, and keeping in mind the purpose, and creator of the dungeon.

TABLE 9E-1C: SOUNDS

d20	Type of Sound	Loudness
1	Whistle	Faint / Distant
2	Hiss	Soft
3	Melody / Singing	Normal
4	Moan	Loud
5	Noise (Incomprehensible)	Faint / Distant
6	Creak	Soft
7	Rasp	Normal
8	Resonation / Echo	Loud
9	Squeal	Faint / Distant
10	Thunder	Soft
11	Conversation (Voice)	Normal
12	Mechanical / Grinding	Loud
13	Instrument / Music	Faint / Distant
14	Laughter / Giggle	Soft
15	Scream	Normal
16	Crying	Loud
17	Animalistic / Grunt	Faint / Distant
18	Squeak	Soft
19	Shatter	Normal
20	Shuffling	Loud

Sounds that are faint or soft require a successful Listen check to notice, having a difficulty of 6 and 4 respectfully.

TABLE 9E-1D: ODORS

d20	Type of Odor	Strength
1	Floral	Faint
2	Spicy / Peppery / Cinnamon	Light
3	Earthy	Normal
4	Sweet	Strong
5	Decay / Death / Rot	Faint
6	Pungent / Retching / Vomit	Light
7	Fruity	Normal
8	Body / Halitosis / Sweat	Strong
9	Salty / Ocean	Faint
10	Stale	Light
11	Vinegary	Normal
12	Alcoholic	Strong
13	Fecal	Faint
14	Fungal	Light
15	Toxic / Burning / Sulfur	Normal
16	Fresh / Bleach	Strong
17	Leathery / Oily	Faint
18	Bloody	Light
19	Cooking / Baking	Normal
20	Paper / Wood / Paint	Strong

One roll per column is needed to determine the full aspects of an odor; there are no special rules for odors, save those a Castle Keeper may wish to utilize.

TABLE 9E-1E: LIGHTING

d20	Lighting Effect
1 – 3	Pitch Black
4 – 6	Grayscale
7 – 11	Flickering
12 – 15	Soft Glow
16 – 17	Lit
18 – 19	Bright
20	Blinding

Pitch black lighting conditions cause blindness to any character that does not have the darkvision ability. A grayscale lighting condition effect allows full use of either duskvision or twilightvision; those without either ability are effectively blinded, though the penalties are reduced by one. In a flickering environment, the same rules for grayscale apply, thought the blindness penalties are reduced by half. A soft glow or a lit condition allow any character with visual means to see, but a soft glow does not hamper those with an adverse reaction to light. In a brightly lit area, characters are affected as per grayscale (blindness penalties are reduced by one), but no form of vision except standard is usable, and those with an adverse reaction to light are affected as normal. Blinding conditions are the same as

pitch black, though no vision works, and those with a reaction to light are treated as though exposed to direct sunlight.

TABLE 9E-2: CONDITIONS

d20	Sensation Description	Strength	Magical?
01 – 06	Paranoia / Being Watched	Faint	No
07 – 12	Falling / Vertigo	Mild	No
13 – 14	Tired / Fatigued	Overwhelming	Yes
15 – 17	Lost / Confused	Strong	No
18 – 20	Trapped / Buried	Ordinary	No

Conditions are normally not caused by magical effects, though they can be if the Castle Keeper desires. Instead, the phenomena created are done through mental manipulation and design. For example, corridors might be built in a dungeon in such a way that those unaccustomed to them feel a sensation of vertigo, spiraling upward in a gradual shift of direction, or they may cause one to feel trapped or confused by slowly narrowing before re-opening to normal width. The exact method of how each condition is delivered is left to the Castle Keeper to decide.

Any condition with strength other than strong or overwhelming has no impact on a character's abilities, other than roleplay implications. However, should the strength be strong, the character suffers impairment as the Castle Keeper deems fit, though it is suggested no penalty greater than two be assigned; saves are allowed to resist the effects, this generally being a Wisdom or Constitution save having a difficulty equal to the level of the dungeon. At an overwhelming strength, a character may become unable to continue by self-volition; a Wisdom or Constitution save is allowed, with failure resulting in the equivalent of paralysis, lasting until the character is removed from the cause of the condition or until a successful save is made (this secondary save is allowed once per ten minutes.) The save difficulty for an overwhelming condition is the level of the dungeon where it is encountered.

TABLE 10: ROOM TYPE

d20	Room Type	Condition	Occupied?
1	Laboratory [Table 10A]	Pristine	Yes
2	Bedroom	Overflowing	Yes
3	Throne	Ordered	Yes
4	Torture [Table 10B]	Ramshackle	Yes
5	Lavatory	Pristine	Yes
6	Kitchen	Overflowing	No
7	Training	Ordered	No
8	Treasure [Table 9C]	Ramshackle	No
9-11	Storage	Ordered	No
12	Arboretum	Pristine	No
13	Menagerie	Overflowing	No
14	Library	Ordered	No
15	Dining	Ramshackle	No
16 -17	Cell	Ordered	No
18	Shrine	Pristine	No
19	Barracks	Overflowing	No
20	Sepulcher	Ramshackle	No

Room type is entirely optional and is far from complete, acting as a sample of the most common possible variations. It is meant to be used for situations when the Castle Keeper is unable to quickly determine the contents, or style of a room, such as on-the-fly gaming, and the results should always be adjusted to fit the general scheme of the dungeon so that in a military dungeon, for example, the results of a barracks is increased while that of a shrine may be non-existent. Each column should be rolled for, with a confirmed occupation indicating the presence of some monster or other inhabitant, as further determined using the appropriate encounter or NPC tables.

A room in pristine condition is immaculate, easily navigable, and looks as though it has been untouched; everything is in order. Those which are in ordered condition are arranged in a logical manner, making efficient use of available space, and allow easy movement and access to contents. This is the most common room condition, especially in a thriving dungeon, where rooms are under constant use. If a room is in a ramshackle state, it is disused or used so often and by different occupants that items appear out of place, or are strewn in such a manner as to be disarrayed. These rooms are often more difficult to navigate, reducing movement through as though the terrain were moderate. An overflowing room is hard to enter, as contents are haphazardly arranged, often stacked to the ceiling or in other hazardous arrays. Such conditions effectively reduce the size of the room by one category, going from large, for example, to medium – rooms that are small remain small, but movement, in any case, should be treated as though the terrain were rough. These descriptions should be used to determine how many furnishings are to be found within the room, so that an overflowing room has many more than a pristine space.

Some rooms have additional information such as contents, which are found by consulting the table mentioned for that room type and then, in specific descriptions of said contents. Specific notes on some room types can be found below:

A laboratory has a 5 in 20 chance (any roll of 1-5 on a d20) of being functional, but will always be such if it is occupied, or at the discretion of the Castle Keeper. Such rooms are normally filled with a wide array of alchemical or magical experiments, and typically have an assortment of mundane gear as well, these being somewhat bulky and encumbering. Non-functioning laboratories tend to have ruined, broken, or otherwise ineffectual contents. However, there is a chance of precious and semi-precious items such as gems and metals being present. Laboratories are often well lit, have various scents and can be hazardous, prone to explosions, or containing noxious vapors in addition to the likelihood of items such as acid, poison, and other harmful liquids being strewn about. Note, too, that a laboratory need not be alchemical in nature, but can be used for all manner of research, and are often found in experimental dungeons. Use the following table to determine what purpose the laboratory serves:

TABLE 10A: LABORATORIES

d20	Laboratory Type
1-8	Alchemical [Table 10A-1]
9-14	Magical Experimentation
15-17	Monstrous
18-19	Technological
20	Amalgam (Pick Two)

Alchemical labs are designed to create nonmagical and quasi-magical substances. Laboratories that are constructed for magical experimentation often involve spell research or summoning of powerful beings, but also of the manufacture of magical items. These labs will often resemble an alchemy lab, superficially, but the contents are often enchanted or protected with magic effects. Monstrous laboratories are structures built for experimentation on animals and monsters, including breeding, dissection, and manipulation. Laboratories designed for technological research will often have devices that may resemble magical items, but are completely nonmagical in nature, and often, composed of advanced equipment beyond the general understanding of most.

TABLE 10A-1: ALCHEMICAL FURNISHINGS

d100	Furnishing
01-05	Furnace (Proving, Bellows, Athanor, Muffle, Gridiron)
06-15	Glassware (Alembic, Pelican, Catalysis, Cycler, etc.)
16-20	Impure Metal
21-25	Rare (Essential) Earths
26-30	Gemstone / Powdered Gemstone
31-40	Crockery / Aludel / Mould
41-45	Cementation Box / Coagulator
46-50	Brazier / Cauldron / Crucible
51	Scroll / Papyrus / Book
52-65	Basic Tool (Shovel, Iron Poker, Tongs, Balance, Mortar / Pestle, etc.)
66	Dyoptra
67-70	Fruit and Herb Presser
71-80	Incense
81-90	Herbs
91	True Metal
92-00	Phial [Table 10A-1A]

Roll on the above table as often as desired, though a minimum of five is suggested.

TABLE 10A-1A: PHIALS

d20	Phial Contents
1-14	Water
15	Alkahest
16	Aqua Vitae
17	Oricalc
18	Variable Mercury
19	Vitriol
20	Potion [Monsters and Treasure]

Bedrooms are sleeping quarters and will often contain a bed, dressing area and storage compartments, and other things, such as personal lockers, based on the individual(s) that use it, this often matching the general theme and purpose of the dungeon itself. Sometimes, a bedroom is a communal area, used by numerous individuals; this is similar to a barracks, but the latter is distinguished by being used solely for military personnel, always in a pristine condition.

Throne areas are those which house the political, religious, or other emblematic symbols of authority and dominion, generally used by a particular individual or group who controls and rules over the occupants of the dungeon. They are often larger than other rooms in the dungeon, well-protected, and oft-times littered with secret passageways to enable the ruler to escape if needed. Such a room does not necessarily contain an actual throne, but that is quite common, especially with intelligent races.

Torture chambers are rooms designed to elucidate information from prisoners (or to kill them,) and are typically found in prisons and military dungeons, though certain religious structures might have such areas as well. An active (occupied) torture chamber will typically smell of death and blood, and will generally be poorly lit. Numerous instruments and liquids will be present as well, possibly with the subject of the task in close proximity. Use the following table to determine further information, rolled as often as desired:


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TABLE 10B: TORTURE CHAMBERS

| d100	Instrument	d100	Instrument
01	Abacinator	51	Mancuerda
02	Animal Carcass	52	Mannaia
03	Axe (Hatchet, Matchet, Machete)	53	Mask of Shame
04	Barrel Pillory	54	Mazzatello
05	Bastinado	55	Mute's Bridle
06	Bell Collar	56	Mutilation Shears
07	Body Press	57	Nail
08	Boiler	58	Necklace
09	Branding Iron	59	Noise-Maker's Fife
10	Branks (Scold's Bridle)	60	Oven
11	Brazen Bull	61	Pear of Anguish
12	Brazier	62	Pendulum
13	Bury Pit	63	Pinchers (Mastector / Castrator)
14	Cannon Muzzle	64	Piquet
15	Cat's Paw	65	Poison
16	Cauldron	66	Pyramid
17	Cave of Roses	67	Pyre
18	Chain Whip	68	Rack
19	Chastity Belt	69	Revolving Drum
20	Club (Mace, Maul, Hammer)	70	Ripper
21	Crucifix	71	Rope
22	Cuirasse	72	Sawblade
23	Cyphon	73	Scavenger's Daughter
24	Diele	74	Scottish Maiden
25	Drunkard's Cloak	75	Shrew's Fiddle
26	Dry Pan	76	Skeffington's Gyves
27	Ducking Stool	77	Skull Splitter
28	Ear Chopper	78	Spanish Boot
29	Firing (Crossbow, Bow, Spear)	79	Spanish Donkey
30	Flayer (Scourge, Cat-o'-Nine Tails)	80	Spanish Gaiter
31	Foot / Hand / Head Press	81	Spanish Mantle
32	Gas	82	Spanish Tickler
33	Gibbet	83	Spider
34	Gridiron	84	Spiked Punishment Collar
35	Guillotine	85	Spiked Torture Helmet
36	Gunpowder	86	St. Elmo's Belt
37	Hanging Chair	87	Starving Animal
38	Heretic's Fork	88	Stocks
39	Impalements (Hook, Spike, Spear)	89	Stones
40	Infernal Device	90	Stork
41	Interrogation Chair	91	Straight Belt
42	Iron Chair	92	Strappado (Squassator)
43	Iron Collar	93	Suffocator / Garrotte
44	Iron Gag	94	Sword (Dagger, Misericorde)
45	Iron Maiden	95	Tar and Feathers
46	Judas Cradle	96	Thief-Catcher
47	Knee Splitter	97	Thumbikins (Finger Screw, Toe Screw, Thumbscrew)
48	Ladder Rack	98	Tongue Ripper
49	Lead Sprinkler	99	Water Pit
50	Manacles	00	Wheel

A LAVATORY is a room constructed to serve as a location for waste disposal, if indoor plumbing is available, and also as a room for cleaning, such as bathing, and basic hygiene. They are often part of another room, especially large bedrooms, but can serve as a communal area, as a public bath, for example, and can sometimes double as celebratory locations. Lighting is normally good, though fecal and urinal stenches are common in the largest lavatories, acting more as a latrine than otherwise, and actually being such in dungeons built for militaristic functions.

KITCHENS are where food is prepared and cooked and are normally well-stocked for such things, having numerous knives, crockery, and other basic utensils. An open fire is common, and the smell of food radiates, though an inactive or unoccupied kitchen likely smells of dust and mildew, especially that of fungi.

A TRAINING CHAMBER serves a wide variety of functions, acting as either a school or a battleground, to all manner of variations, depending only on the specific reason the training area exists, this often reflecting the greater theme and purpose of the dungeon. Litter, even in an occupied room is common, as are remnants and supplies for the type of training being conducted. This type of room can also serve as a means to domesticate livestock and animals, provided it is large enough.
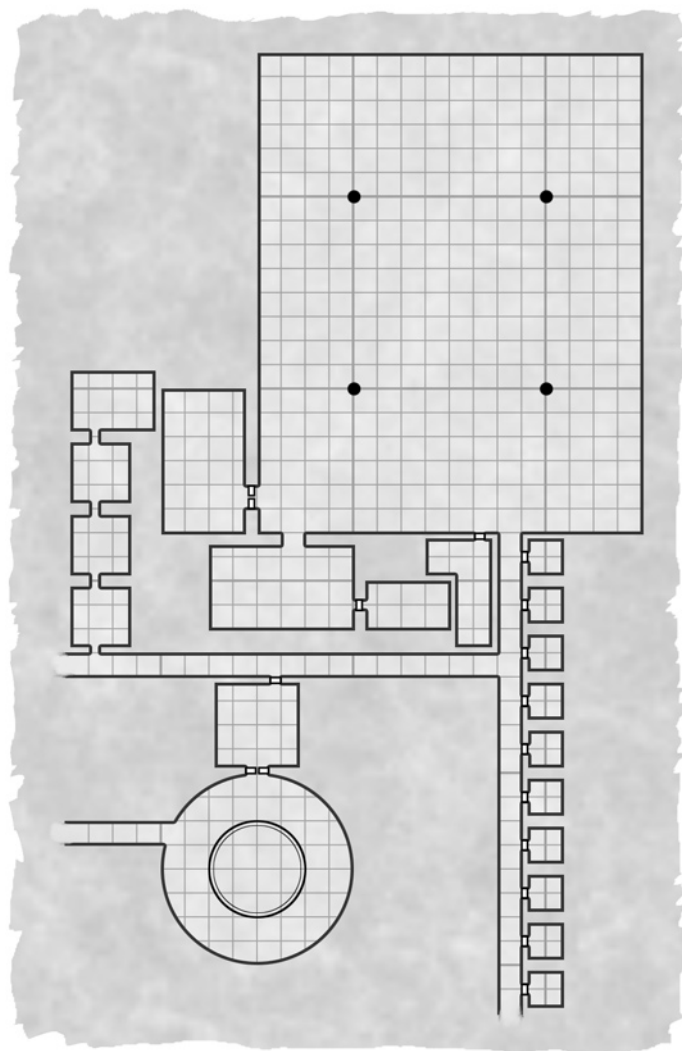
TREASURE ROOMS serve one purpose, they protect and store treasure. They are also carefully guarded and often trapped. The exact amount and nature of the treasure held within should be determined by the appropriate treasure tables, noting that it is much more likely that it is contained, and often layered with many traps. In addition, a Castle Keeper, at their discretion, may treat the treasure as a hoard, doubling or even quintupling the amount within. If a treasure room is occupied it should be considered the lair of whatever is encountered therein.
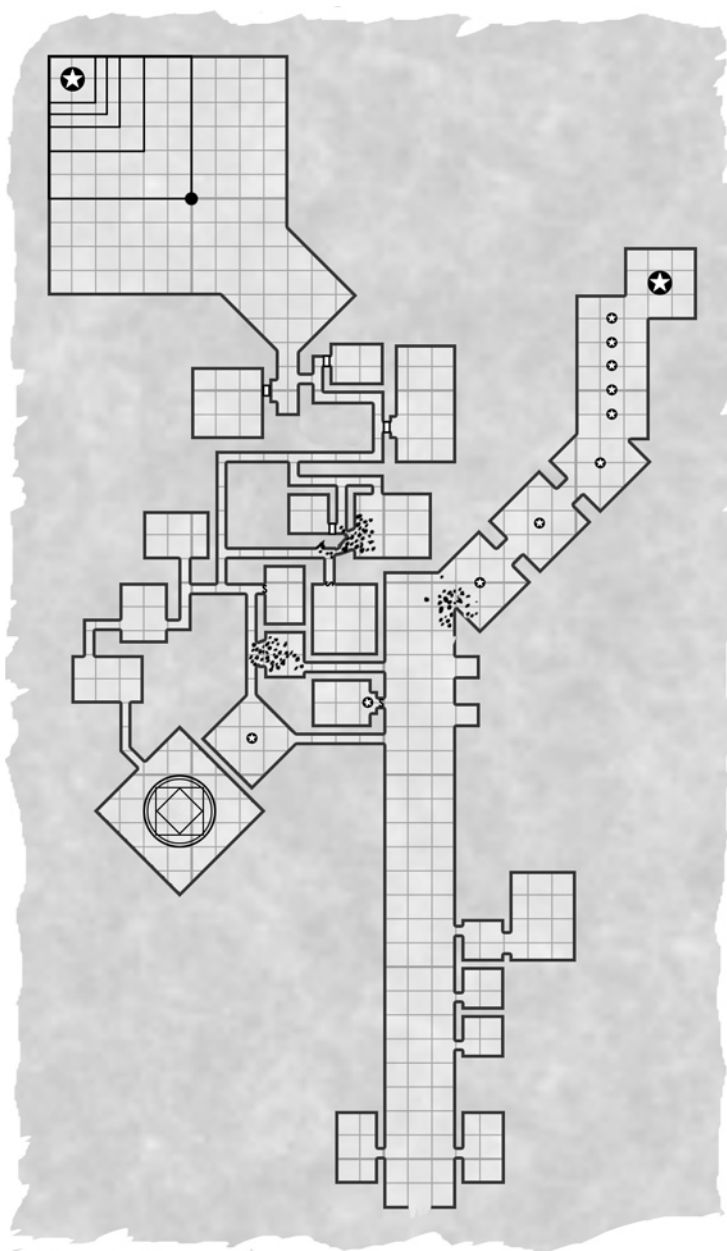
Rooms built for STORAGE are often large, locked, and overflowing with barrels, crates, and sacks full of the supplies needed to keep the dungeon running for an extended period. However, other types of storage are possible as well, such as weapons, armor, and even magical objects, though these should be few, or considered a treasure room instead.

ARBORETUMS are rooms built as gardens, housing an assortment of plantlife grown for varied reasons, from herbal concoctions, to the simple beauty of the plants. These rooms are often well lit, unless fungi are being harvested, and often have a very flowery scent, in addition to a sensation of wetness. They rarely feel cold, however, and sometimes hold plants of a monstrous nature.

BARRACKS are like bedrooms only they always house multiple individuals and are always in pristine condition, serving as a militaristic room designed to house soldiers and others trained in the defense of the dungeon. However, should the original intent of the dungeon not be its current use, barracks are treated exactly like bedrooms.

CELLS are designed to hold a single creature or thing being carefully guarded, locked, and protected, preventing entry or retreat into, or out of, the cell. They are the norm in a prison dungeon, and normally, some exist within a military dungeon as well. The lighting is often very poor and the smells range from the haunting odor of death to worse.
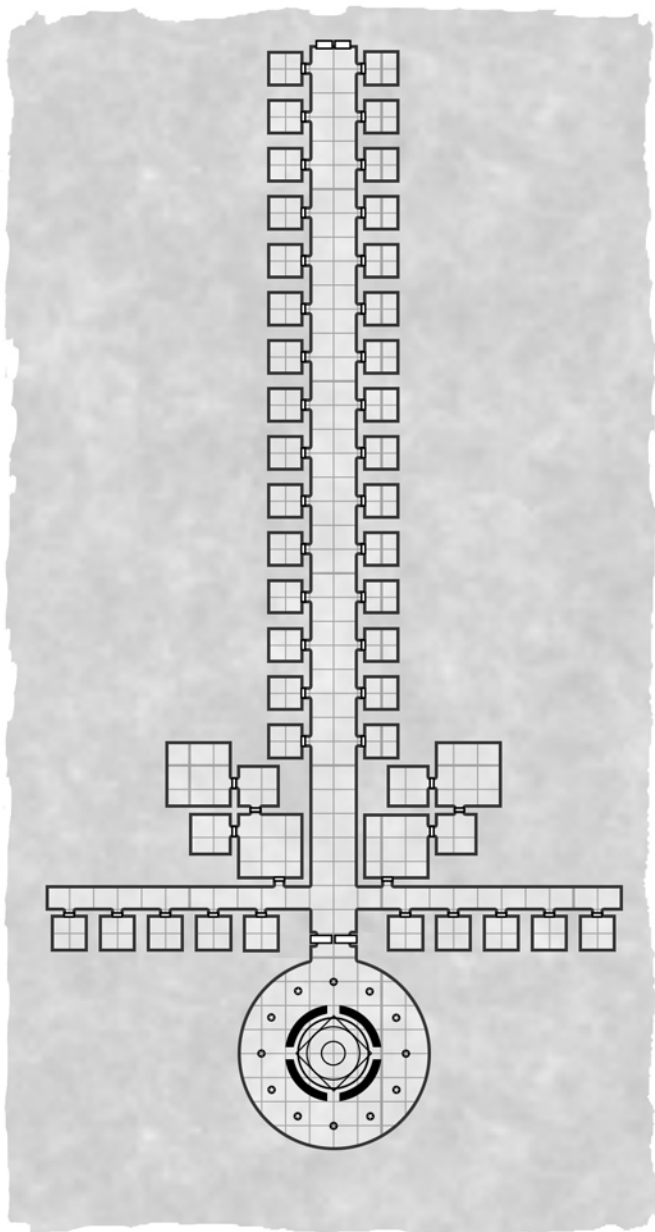
A DINING ROOM is meant to be serve as a place to meet and eat food prepared in the kitchen, and as such, will always be located near the latter. Inside, there is often an elaborate setting such as a large table, numerous chairs, fine silverware, and expensive dishes. However, this is not always true, as any area where food is eaten can be considered a dining hall. These places are often lit by torches or candles, and are normally not the brightest.
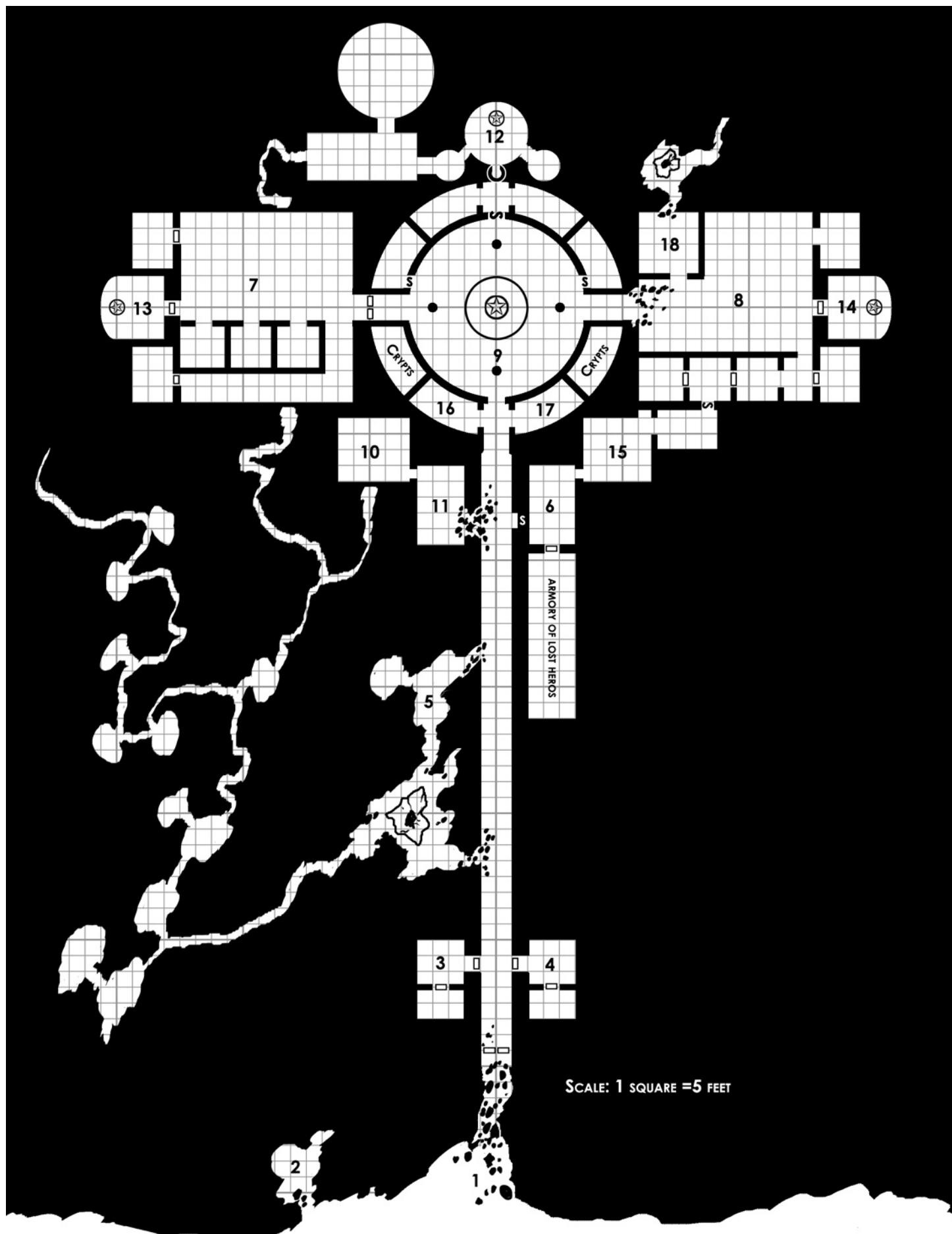
LIBRARIES are storerooms for books and scrolls. Often, these will be in an ordered or pristine manner, though the more eccentric rooms will be otherwise. Most will not hold magic, though that is possible, and will always hold books related to a subject the dungeon builder feels appropriate, often related to the theme of the dungeon itself. A religious dungeon generally contains large prayer-books and tracts of faith. A library in an experimental dungeon can be a room more valuable than entire cities.
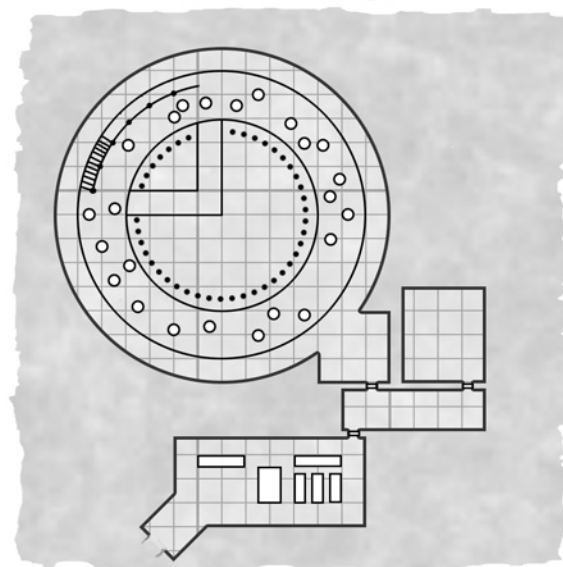
A MENAGERIE is like an arboretum except it is designed for animals and the occasional monster. Such beings are typically caged in individual cells, much like a prison, and often have low light, or none. The whole of the room smells of mixed scents, the most common being that of fur or blood, but depends entirely on the type, and amount, of creatures contained. Litter is very common, with common tools being pronged polearms or tattered strips of leather.

A SHRINE is a holy place, acting as a place dedicated to a god. There is always a shrine within a religious dungeon, and will often have a relic of some sort contained within. Shrines are normally brightly lit, though the specific deity may alter this, as it will for doors, traps, and locks. Robes and icons of the faith are common items in a shrine, as are pews or other faith-dependent trappings.

A SEPULCHER is a tomb, often tied directly to a shrine, wherein the remains of a(n) (un)dead being resides. Sometimes, a sepulcher is very large and holds sarcophagi or graves, or acts as a mausoleum, holding the bodily remains of an entire family or clan. These places are poorly lit, most often, and are typically cold and often sealed with magic to prevent looters.

Map labels:
- 12
- 18
- 7
- 13
- 8
- 14
- 9
- CRYPTS
- CRYPTS
- 16
- 17
- 10
- 15
- 11
- 6
- S
- ARMORY OF LOST HEROS
- 5
- 3
- 4
- 1
- 2

SCALE: 1 SQUARE = 5 FEET