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DUNGEON DRESSING: DUNGEON NAMES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic?

Then *Dungeon Dressing* is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of *Dungeon Dressing* presents loads of options to aid you in creating great, atmospheric dungeon names. Designed to be used both during preparation or actual play, *Dungeon Dressing: Dungeon Names* is an invaluable addition to any GM's armoury!



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Thank you for purchasing *Dungeon Dressing: Dungeon Names*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Dungeon Names* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

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Published by Raging Swan Press

1st printing, February 2013

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3

DUNGEON DRESSING: DUNGEON NAMES

Naming Conventions.....	4
Table A: Type of Complex	5
Table B: Descriptor.....	6
Table C: Subject.....	8
Table D: Proper Names	9
Table E: Parts of a Dungeon	11

FOREWORD

This instalment of *Dungeon Dressing* was born out of an idle moment spent designing a couple of dungeon names for my personal campaign (and from my love of odd words). I've always been of the opinion that a decent name for a dungeon or module is so important in setting the scene and flavour of a session or campaign.

Personally, I'll also be using the tables herein to generate names of legendary locales the party may never actually visit. You might think that's mad, but such a tool gives me the ability

to generate other adventurers' exploits such as daring the Pit of Whispering Shadows or sacking the Tumbled Keep of Nin. Such stories and legends really bring a campaign world to life and give the sense of a real living and breathing world.

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



NAMING CONVENTIONS

Campaign worlds need deep dungeons, lost dwarven holds, crumbling castles, ebon caverns and dusty necropolises for the PCs to explore. Such locales need suitably evocative names. Whether designing a rumour or legend about a dungeon, a small self-contained complex or an entire megadungeon, a decent name is vital for setting the theme and style of the complex. An evocative name also builds the players' expectations and may even give them helpful hints about what might lurk within.

The tools herein can be used to name small and large dungeon complexes as well as distinct portions or levels within a complex.

NAME COMPONENTS

Obviously each dungeon must have a unique name, but beyond that the naming convention of most dungeons can take many forms. Each name, however, comprises one or more distinct parts. These parts are:

- **Complex:** All dungeons take one of several forms. Dungeons, castles, catacombs, caves and so on can all serve as a dungeon. To determine the dungeon's type, roll on Table A.
- **Descriptor:** Many dungeons have a descriptor that describes the general condition or perception of the locale. Dungeons can be cursed, fallen, ruined, shadowed and so on. In addition, if a dungeon is named for a specific person, group or kingdom it may have a second descriptor that describes that subject. To determine the dungeon's descriptor, roll on Table B and pick the most appropriate word from those listed alongside the generated result.
- **Subject:** Many dungeons also have a featured subject. A dungeon associated with a magic throne, for example, might include that feature in its name. To determine the dungeon's subject, roll on Table C and pick the most appropriate word from those listed alongside the generated result.
- **Proper Name:** Sometimes a dungeon is named for a specific individual – perhaps a powerful wizard who once dwelled therein or a famous adventurer who died within. Occasionally, locales are also named for the tribe that claims the place. Either pick an appropriate name from your campaign or roll on Table D to determine whose name to associate with the dungeon

NAME STRUCTURE

To randomly determine the structure of a dungeon's name, roll on the table below:

D8	
1	The [descriptor] [complex] of [proper name]
2	The [descriptor] [complex]
3	The [descriptor] [complex] of the [descriptor] [subject]
4	The [descriptor] [complex] of [tribe name]
5	The [complex] of [descriptor]
6	[proper name]
7	The [complex] of [descriptor] the [descriptor]
8	The [descriptor] [complex]

Once the structure of the name has been determined, flip to the relevant pages to generate each component of the dungeon's name.

For example, using this table above, a GM can generate names such as:

- The Gate of Sorrow
- Borath's Hold
- The Forsaken Citadel
- Arak-Zol
- Shadowed Vault of the Forsaken Goblins

LEGENDS

The great thing about creating a name for a dungeon is that it inevitably poses questions which are not only fun to answer but also add depth, verisimilitude and flavour to the campaign world. For example:

- What powers does the pillar hidden in the Catacombs of the Sundered Pillar have and why was it sundered?
- What lurks in the darkness of the Trackless Reaches of the Ebon Cavern?
- Who or what lies in the Sepulchre of Tor Baroth? Is Tor Baroth its most famed "resident," its guardian or the name of a fallen kingdom?

UNSUITABLE NAMES

Inevitably, these tables will generate stupid, ridiculous, laughable or otherwise unsuitable names – with the sheer number of words and options packed within these pages such results are to be expected. A GM using these tables to name such features in his campaign should not be a slave to the dice and should feel free to dispose of, or modify, inappropriate results.

TABLE A: TYPE OF COMPLEX

Not all dungeons are actual dungeons. Castles, caverns, fane and so on can all serve as a dungeon.

Either choose the dungeon's form or use this table to randomly determine the type of complex – ignore or modify such entries as appropriate.

D%	
1	Abbey
2	Aerie
3	Armoury
4	Barrow
5	Bastion
6	Bridge
7	Bulwark
8	Burrow
9	Cairn
10	Castle
11	Catacomb
12	Cathedral
13	Caverns
14	Caves
15	Cenotaph
16	Chapel
17	Charnel house
18	Chasm
19	Church
20	Citadel
21	City
22	Crypt
23	Cyst
24	Delve
25	Demesne
26	Den
27	Depths
28	Domain
29	Dominion

30	Donjon
31	Dungeon
32	Edifice
33	Fane
34	Fastness
35	Fissure
36	Folly
37	Forge
38	Fort
39	Gate
40	Grave
41	Grotto
42	Hall
43	Haunt
44	Haven
45	Hive
46	Hold
47	Hollow
48	Home
49	House
50	Keep
51	Kingdom
52	Labyrinth
53	Lair
54	Lodge
55	Manse
56	Mausoleum
57	Maze
58	Mine
59	Moathouse
60	Monastery
61	Necropolis
62	Nest
63	Obelisk
64	Ossuary
65	Oubliette
66	Outpost
67	Pagoda

68	Palace
69	Panopticon
70	Pen
71	Pillar
72	Pit
73	Portal
74	Prison
75	Pyramid
76	Realm
77	Redoubt
78	Refuge
79	Rest
80	Retreat
81	Rift
82	Ruin
83	Sanctuary
84	Sanctum
85	Scar
86	Sepulchre
87	Sewers
88	Shrine
89	Span
90	Spire
91	Stronghold
92	Tomb
93	Tower
94	Treasure vault
95	Undercity
96	Vault
97	Warren
98	Web
99	Well
100	Ziggurat

PRE-GENERATED DUNGEON NAMES

d20

1	Ashen Fane of the Whispering Cult
2	Haunt of the Merciless Shadow Lord
3	Labyrinth of Torment
4	The Exalted Tower
5	Sunken Citadel
6	Spire of Certain Oblivion
7	Unknown Caverns
8	Ruins of Gloom

9	Catacombs of the Sundered Pillar
10	Trackless Warrens of Dol Naroth
11	Shadow Hold
12	Sepulchre of Tor Baroth
13	Maze of Bones
14	Warrens of the Forbidden Idol
15	Gates of Sorrow
16	Barrow of the Fallen

17	Drowned Catacombs of the Doomed Mistress
18	Dreaded Treasure Vault of Mor Darrel
19	Orc Delve
20	Ziggurat of Sorrow

TABLE B: DESCRIPTOR

Use this table to generate the dungeon's descriptor, discarding any inappropriate results.

D%	
1	Wreathe, envelop, encircle, enfold, coiled
2	Malicious, malevolent, vicious, bitter, vengeful, hateful, baleful
3	Whispering, muttering, hushed, susurrate, murmuring, moaning, babbling
4	Throbbing, vibrating, pulsate, shake, judder
5	Unfinished, incomplete, imperfect
6	Evil, bad, destructive, harmful, vicious, malignant, wicked, pernicious, baleful, baneful, maleficent, depraved, cruel, infamous, vile, degenerate, diabolical, detestable, malevolent
7	Unrestrained, unshackled, unconfined, free, uncontrolled, unchecked
8	Shrouded, veiled, mantled, cloaked, swathed
9	Booming, thundering, echoing, bellowing, strident, sonorous
10	Bleeding, blood
11	Twisted, sick, evil, corrupted, warped, degraded, wicked, sadistic, depraved, debase, debauched, aberrant
12	Good, great, superior, adept, adroit, honourable, moral, upright, righteous, virtuous, dutiful
13	Law, lawful, unflinching, inflexible, unbreakable
14	Lightless, sunless, dark, dim, murky, shadowy, unlit, tenebrous
15	Leaden, grey, sombre, louring
16	Ebon, black, dark, jet, dusky, inky, stygian, starless
17	Slaver, slobber, drool
18	Crumpled, crushed, distorted, deformed, misshapen, wreaked, mar
19	Forsaken, lonely, abandoned, forlorn, desolate, dreary, bare, uninhabitable
20	Bleak, grim, sad, melancholy, sombre, morbid, cheerless
21	Deep, yawning, cavernous, bottomless, unfathomable, abyssal
22	Occluded
23	Number (one, two, tree, etc.)
24	Deadly, dangerous, lethal, murderous, baneful
25	Bone, skeletal, gaunt, cadaverous, macilent, shrivelled
26	Dour, gloomy, forbidding, grim, dreary, sullen
27	Mottled, streaked, speckled
28	Fallen, slaughtered, slain, lost, ruined, shamed
29	Tumbled, jumbled
30	Forgotten, lost, buried, obliterated, annihilated
31	Heavy, leaden, oppressive
32	Splintered, sliver, fragmented, burst, cloven
33	Colour (red, black, crimson, scarlet etc.)

34	Frozen, freezing, frosty, cold, icy, hoary, rimy, frigid
35	Terrifying, dreadful, feared, daunting, fearsome, baleful
36	Blessed, sanctified, exalted, hallowed, ordained, righteous, godly, sainted, pious, beatific
37	Trackless
38	Tangled, knotted, entangled
39	Crumbling, decaying, mouldering, decomposing, disintegrating
40	Lofty, high, tall, towering, soaring, sweeping
41	Infernal, celestial, abyssal, fiendish, elemental
42	Otherworldly, unearthly, unnatural, esoteric, preternatural, cabbalistic
43	Secret, hidden, mysterious, concealed, obscure
44	Shattered, sundered, broken, cracked, crushed, destroyed, blasted, devastated, hewn, fractured, fragmented
45	Holy, hallowed, divine, sacred
46	Unholy, unhallowed, profane
47	Drowned, flooded, sunken, watery
48	Dreaming, nightmare, reverie
49	Screaming, shrieking, bellowing
50	Bestial, atavistic, cruel, savage, brutal, grim, hellish, depraved, remorseless, merciless, pitiless
51	Blasphemous, profane, godless, ungodly, sacrilegious, sin
52	Obscene, vile, gross, foul, coarse, filthy, impure, lascivious, scabrous, unwholesome
53	Slumbering, sleeping
54	Tears, whimpering, weeping, sobbing, wailing, lamenting, despair
55	Wonder, awe, bewilderment, miracle
56	Madness, maddening, insanity, delusion, lunacy, folly, foolish
57	Great, voluminous, prodigious, famed, glorious, exalted
58	Silver, golden, steel, bronze, copper
59	Ancient, old, bygone, primordial, primeval, olden, hoary, timeworn, ancestral
60	Ashen, pale, white, grey, wan, leaden, colourless, pallid
61	Hopeless, folly, desperate
62	Night, twilight, dusk
63	Wicked, vile, base, corrupt, degenerate, deprave, nefarious, loathsome, sordid
64	Scorned, sneering, mocking
65	Luck, chance, unlucky
66	Bane, torment, blight
67	Nameless, unnamed
68	Horrific, shocking, frightful, rank, heinous, abhorrent, appalling
69	Burning, boiling, seething, immolating, smoking
70	Vanished, faded, dwindled

71	Chaos, anarchy, entropy, bedlam, tumult, lawless, riotous, anarchic
72	Unknown, uncharted, remote, alien, unmapped, untraveled, unrevealed, concealed, mysterious, faceless
73	Cursed, damned, doomed, bedevilled, accursed, ill-fated
74	Apocryphal, legendary, mythical
75	Shadow, shade, ghost, spirit, phantom, spectre, apparition, haunt, faded
76	Phantasm, illusion, deception, figment
77	Magic, arcane, spellbound, enchanted
78	Eternal, unliving, undying
79	Imprisoned, shackled
80	Sorrow, woe, grief, misery, mourning, anguish, lament, weep
81	Dreadful, dismal, dire, lamentable, vexatious
82	Forbidden
83	Disgusting, foul, sickening, noxious, cloying
84	Crawling, skulking, slithering, wriggle, writhe, squirming
85	Penitent, repentant
86	Dim, darkness, gloom, murky, dusky, nebulous

87	Hateful, odious, abominable, infernal, detestable, pestilential
88	Plague, disease, contagion, pestilence
89	Seductive, beguiling, enticing, alluring, bewitching
90	Torment, pain, haunt, afflict
91	Forbidding, sinister, daunting, ominous, foreboding, baleful, grim
92	Obliterated, devastated, annihilated, ravaged, demolished
93	Traitorous, unfaithful, treacherous, faithless, perfidious
94	Silent, wordless, unspeaking
95	Noisy, loud, piercing, deafening, tumultuous, cacophonous, clamorous
96	Wide, narrow, deep, shallow, broad, high, big, colossal, gargantuan
97	Incandescent, scintillating, shimmering, glimmering, glittering, iridescent
98	Slaughter, carnage, extermination, butchery
99	Muck, filth, mire, ooze, scum, sludge, slime
100	Lifeless, dead, dying, slain



TABLE C: SUBJECT

Use this table to generate the subject for your dungeon. As before, discard any odd, inappropriate or nonsensical result.

D%	
01-02	Gem (diamond, ruby, emerald, malachite, bloodstone, opal, fire opal, jacinth, jet, moonstone, sapphire, topaz etc.)
03-04	Race (elves, humans, goblins, drow, duergar, kobolds, troglodytes, bugbears, orcs, gnolls, dwarves etc.)
05-06	Lord, count, king, duke, ruler, overlord, despot, noble, emperor, master, mistress
07-08	Element (fire, earth, water, cold, acid, lightning)
09-10	Eidolon, statues, golems, guardians, effigy, idol
11-12	Wastes, barrens
13-14	Ruins, wreckage, remnants
15-16	Kingdom, realm, land, domain, dominion, reaches, territory, power
17-18	Trial, test, challenge
19-20	Ages, aeons, epoch, legend
21-22	Cleric, priest, curate, high priest, acolyte, adept, patriarch, matriarch, brother, sister, disciple, novice, abbot
23-24	Magician, conjurer, illusionist, witch, wizard, warlock, necromancer, thaumaturge, theurgist, archmage, enchanter, evoker, sorcerer, spellbinder
25-26	Assassin, rutterkin, waghalter, murderer, thug, killer, executioner
27-28	Thief, bandit, magsman, footpad, rogue
29-30	Cult, cabal, sect
31-32	Fighter, warrior, champion, myrmidon, lord, hero, antihero, barbarian
33-34	Protector, defender, paladin, antipaladin, warden, justicar, guardian
35-36	Custodian, keeper, seneschal
37-38	Skald, bard, troubadour, minstrel
39-40	Shadow, wraith, wight, zombie, skeleton, lich, vampire
41-42	Trap, snare, deception

43-44	Traitor, deserter, renegade, refugee
45-46	Tribe, people, house, blood, clan, caste, horde, swarm, host, throng
47-48	Savage, heathen, pagan, heretic
49-50	Depths, drop, fall
51-52	Devil, demon, fallen angel, angel
53-54	Legendary race or people (specific folk, race or civilisation from GM's campaign)
55-56	Soul, soulless
57-58	Spawn, issue, seed, progeny
59-60	Treasure, hoard
61-62	Cavalier, armiger, knight
63-64	Monster, beast (any)
65-66	Dragon, wyrm, worm
67-68	Material (obsidian, granite, adamantine, mithral, crystal etc.)
69-70	Animal or bird (spider, snake, wolf, hawk, eagle, raven etc.)
71-72	Oblivion, destruction
73-74	Weapon (sword, axe, hammer, spear etc.)
75-76	Artifact (specific item from GM's campaign)
77-78	Deity (specific to GM's campaign)
79-80	Dungeon feature (pillars, throne, pit, altar, door, pool, monolith etc.)
81-82	Item (scroll, gem, staff, key etc.)
83-84	Geological Feature (rift, chasm, sea, lake, river etc.)
85-86	Land Feature (forest, wood, mire, marsh etc.)
87-88	Terror, horror, doom, dread, nightmare
89-90	Dust, decay
91-92	Watcher, oracle
93-94	Darkness, shadow, gloom
95-96	Bane, enemy, foe
97-98	Slave, denizen, dweller
99-100	Body part (eye, tentacle, claw, fang, egg, hand, maw, mouth, teeth etc.)

PRE-GENERATED TRIBAL NAMES

d20			
1	Shattered Spear	9	Poisoned Rune
2	Blood Eye	10	Smashed Skull
3	Vile Arrow	11	Crushed Head
4	Severed Nose	12	Severed Head
5	Red Fangs	13	Crimson Axe
6	Terrifying Horde	14	Fiery Shield
7	Cloven Shield	15	Black Ravens
8	Dark Blades	16	Dark Scions
		17	Bleached Bones
		18	Ebon Hand
		19	Burnt Bones
		20	Scarlet Legion

TABLE D: PROPER NAMES

Sometimes a dungeon is named for its original owner or a famous personality who died within.

The names presented in the table below are fantasy names – albeit with a sinister bent – and belong to no specific culture or people. Obviously, a GM's campaign will have its own cultures, kingdoms and history. If a name from one of those sources would better suit, simply use one of them. Otherwise, use this table to determine which to add to the dungeon's name. Finally, some dungeon names have prefixes. If a prefix is desired, roll on the Prefixes table below.

D%	
1	Akor
2	Amon
3	Anguth
4	Assat
5	Atoli
6	Ator
7	Aunros
8	Auraknal
9	Azos
10	Bha
11	Bhucan
12	Borlara
13	Broth
14	Carthe
15	Cath
16	Chakelor
17	Cordath
18	Dartak
19	Dellor
20	Dereg
21	Gauillir
22	Gilak
23	Gola
24	Golduk
25	Hotlat
26	Ichola
27	Icta
28	Ilassa
29	Ilosia
30	Jallym
31	Jharosk
32	Kabil
33	Kephoti
34	Khem

35	Kovinth
36	Lamlath
37	Leng
38	Lhamrul
39	Lirtim
40	Lothnur
41	Lotul
42	Mabal
43	Malaugh
44	Maugh
45	Maux
46	Molreth
47	Natlot
48	Osvathe
49	Osvith
50	Paron
51	Peral
52	Phask
53	Phlom
54	Questron
55	Rurtrux
56	Saern
57	Sarugoa
58	Sauriv
59	Sjach
60	Sosha
61	Soth
62	Sundirra
63	Tamol
64	Thallu
65	Tharac
66	Thoth
76	Thua
77	Thul
78	Tsal
79	Ualinn
80	Ulhu
81	Urser
82	Verdusk
83	Vuren
84	Waurix
85	Ythkal
86	Zarleggh
87	Zaroth
88	Zhabor
89	Zolrak
90	Zoth
100	Zshotth

PREFIXES

D%	
01-02	Ang
03-04	Arak
05-06	At
07-08	Bhok
09-10	Buh
11-12	Da
13-14	Dhu
15-16	Dol
17-18	Dor
19-20	Fel
21-22	Har
23-24	Ich
25-26	Ig
27-28	Ing
29-30	Iqu
31-32	Ir
33-34	Kal
35-36	Ke
37-38	Kek
39-40	Kel
41-42	Kor
43-44	Kral
45-46	Lla
47-48	Llag
49-50	Lor
51-52	Mot
53-54	Mur
55-56	Na
57-58	Nol
59-60	Nor
61-62	Ost
63-64	Rel
65-66	Rol
67-68	Tha
69-70	Tho
71-72	Tor
73-74	Ur
75-76	Vyr
77-78	Yar
79-80	Yath
81-82	Yg
83-84	Yit
85-86	Yor
87-88	Ysh
89-90	Zaa
91-92	Zal
93-94	Zol
95-96	Zot
97-98	Zsa
99-100	Zyr



TABLE E: PARTS OF A DUNGEON

A GM can also use the previous tables to name specific parts, features, levels, chambers or areas of a dungeon. Use this table to determine the part of the dungeon to be named.

D%	
1	Alcove
2	Altar
3	Antechamber
4	Archives
5	Archway
6	Arena
7	Armoury
8	Asylum
9	Aviary
10	Banquet chamber
11	Barracks
12	Bath
13	Bed chamber
14	Bridge
15	Catacomb
16	Cave
17	Cavern
18	Cell
19	Chapel
20	Charnel house
21	Chasm
22	Cistern
23	Common room
24	Conjuring chamber
25	Corridor
26	Council chamber
27	Court
28	Crypt
29	Demesne

30	Den
31	Divination chamber
32	Dock
33	Domain
34	Dominion
35	Fane
36	Fissure
37	Forge
38	Fountain
39	Foyer
40	Gallery
41	Garden
42	Gate
43	Great hall
44	Grotto
45	Guardroom
46	Hallway
47	Harem
48	Kennels
49	Kitchen
50	Laboratory
51	Labyrinth
52	Lair
53	Lake
54	Level
55	Library
56	Maze
57	Mine
58	Necropolis
59	Nest
60	Nursery
61	Observatory
62	Office
63	Oubliette
64	Pantry
65	Passage
66	Path

67	Pit
68	Pool
69	Portal
70	Prison
71	Privy
72	Refuge
73	Reliquary
74	Rift
75	River
76	Road
77	Scriptorium
78	Secret
79	Sepulchre
80	Shaft
81	Shrine
82	Smithy
83	Stable
84	Stairway
85	Statue
86	Storage chamber
87	Sublevel
88	Temple
89	Theatre
90	Throne room
91	Tomb
92	Torture chamber
93	Training room
94	Treasury
95	Trophy room
96	Undercrypt
97	Vault
98	Way
99	Well
100	Workshop

PRE-GENERATED DUNGEON LEVEL NAMES

d20	
1	Starless Laboratory
2	Cistern of Unknown Depths
3	Cave of Echoes
4	Ashen Realm of Soth-Amon
5	Howling Chasm
6	Slender Span
7	Lightless Vault
8	Forbidden Chasm

9	Wondrous Grotto
10	Lair of the Forsaken Ones
11	Road of the Damned
12	Chamber of Fell Conjunction
13	Crypt of Torment
14	Cells of Bone
15	Smoking Cavern of Nol-Zoth
16	Myrmidons' Gallery

17	Cursed Necropolis
18	Vault of the Unknown One
19	Archive of Forgotten Ages
20	Catacomb of the Baleful Dark

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- Altars
- Archways
- Chests
- Corpses
- Doors
- Double Doors

- Fountains
- Pits
- Pools
- Sarcophagi
- Secret Doors
- Statues
- Stairs

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- Fiendish Traps
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- Trapdoors

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