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with the aid of the geo- morphs). Once the map is complete, move through each room and either choose a likely property or encounter, or roll on the appropriate property or encounter tables. It is not necessary to choose both a property and encounter for each chamber unless the room in question requiresadditional color. Merely choosing a property for the chamber in question is often sufficientto suggest the type of NPCs that might appear there. For instance, in the kitchen, one might expect to find a few cooks, a couple of scullery maids and servants,and possibly a hound or two on the prowl for an easy handout. Certain choices can also be used over and over again (such as quartersand servants), while some few may be appro- priately used just once (such as a throne room). Feel free to reroll if the result does not suit your needs or if it is already in use. Further, not every room necessarilycon- tains contentsor encounters.Some rooms can remain empty. In addition to the results of the property and encounter tables, you may wish to place a few puzzles or traps. Mysterious elements such as these are often best if intelligently placed, but you can assign each room some small chance (10% is a good choice) to con- tain a trap. Then, you can either design your own trap or randomly roll using the tables in Part Five: Traps.Table 3a: Aerial EmountersLibraryofthewinds 1- I Amphitheater:Stone or wood blocks are arranged herein increasingly high rows to frame a central dais.e between a prime-mateIPart Three: Dungeon Types 117Table 5a: Interdimensional Encounters Abandoned/DestroyedOutposk Shrapnel,burned structures, melted weapons, and lother obvious signs of a1 Table 5b:I n t d m n s i o n a l Properties habitation long abandoned are ewidenthere. Searching destroyed outpost I through the rubble may uncover dues to the past owners, intriguingartifacts, and even deadly traps. in (corrosive!) Chaos Fountain: This stone fountaincarved with disqui- 18-20 Conduit or color pool (onAstral etingimagery spews forth the styrr of chaos in a churning, 21-27 Corpse of an unhhowed god (onhx1) twisting, colorfulblast of light, smell, and sound. The Demonic or devilishinfestation- -28-32 miasma rises and then falls,evaprathg before it touches Distance distortion the ground; anything (or anyone)stuck into the fountainis 3-35 Entry onto the InfiniteStaircase disintegrated. 85-89 Prime-material wizard's seeiet citadel' Conduit or Color Pool: Thiscolorfulrainbowpool trans- 90-92 Root or bran ports those that accessit to a completelydifferentplane.1 Corpse of an Unhallowed God: Floating in the silvery void of the Astral Plane is a rocky formation that looks18 Part Three:Dungeon Types humanoid in its proportions, though extremely large! Strangelaws of physics apply nearby one of these dead gods. Demonic or Devilish Infestation: Sick growths, odifer- ous fungi, and writhing grasses hint at the possibility that a fiend from one of the lower planes has taken up resi- dence here. Distance Distortion:The local area is bent so that space and time act in unusual ways. Everything appears to be ldlO times fartheraway (or closer)than it actually is, which could be a dangeroussituation. Entry onto the Infinite Staircase:This Escherlike tableau of stairwellsconnectsa myriad of planes. It is said that if you walk the Staircaselong enough, you will even- tually find your heart's desire. Hopefullybyouwill not meet a fiend along the way w h w heart's desireis to have you for supper! Fortress of a Demigod A grand s t r u m rises upward, its reinforced arches and climbingtowers obviouslythe result of supernaturallyinspired aonstruction.This fortress has the potential to be an entire dwngeonin its own right, containingas it does the priests, pilgrims,and lesser and greater servitors to the demigod-not to the mention the demigod itself. Morph Field This is distance distortiontaken to extremes! Distancesdo not just seam distorted; they are. In fact, physical objects-including flesh-somethes twist and distort, causinggreat pain (and at least ld6 points of damage)to living creatures. Music of the Spheres: Heavenly chordsresound through the area from unseen v0ice-r are they instru- ments?Or, is it the celestial sound of planar spheresas they shift and collide in their infinitemajesty? Outpost Inhabited by Primes: Stalwarthumans from the Prime Material Plane have colonized this extraplanar space. They could be hiding from persecution,mining strangeminerals, seekingpeace, m using the area for extraplanar research. Planejammer:What is that in the distance?It looks like a galleon, but it is floatingfree in extraplanarspace, moving through the dimensions as if they were seas. Legendstell ofon, and adventurers who enter are eith rcenaries summoned to deal with dan- in the lower shafts.to an Oukr h e : cavern a ld4 on Table 6a for encounter checks of the Warld TE rporated into the dungeon. I Table 6a: Minernatural Cavern Encounters wizards are not Roll % Encounter 01-08 Bugbear, raider (26 09-16 Carrion crawler (ld6) 27-28 Dwarf, derro/duergar (ld8+1) Earth elemental, passing through (1) old, brown/russet/vello stream or river I 86-90 Prospector, level 5-8 (ld4) IN Roper(ld3)RoIl% Property LuminescentFungi: This area is coatedwith a glowing01-03 Ancient crypt, I green fungus,providing a natural, if sort of sickly, light to0611 Exhausted lode the entire area. Magma, Upwelling: Bright red-orange light reveals a lake or pool of burning magma. Perhapsa bridge bounds the magma, leading to areas beyond. A misstep or bridge defect could lead to a heated dunking. Mining Camp: This small camp is composed of under- world natives, possibly d m e n , but maybe drow or some other nefariousrace. Ore Cart Nexus: A crisscross d lines brings together many mining rails here. Many of them have ore carts upon them, and a switching mechanisrh in the room a h w s the carts to easily shift from track to track. There might be a rail car here as well, propelledby a seesaw pumping action. Pocket of Bad Air: Carbondioxide or someotherpoiso- nous gas invisibly fillsthischambiq proving deadly to those that stay here long (and fail their gaving throwsvs. poison). Pocket of Explosive Gases: 'Ihle accumulated rot of underdark fungihas filled this chamber with unwhole- some methane; a torch or other e of flame could set off a fireball(inflicts 2d6 to 8d6 pints of damageto all in the chamber). Smeltery: Very large furnacesAccept the raw ore of near- by mining operations, converting the ore to forgeable material. Many natives responsiblefor the mine can be found here working the smeltery. ySubterranean City Entrance: This area is actually the outermostterritory claimedby underdarkcity that lies farther below. The city could be of any race, newly discov- ered or well known. Whatever race inhabits this city prob- ably posts sentrieshere in order to keep a watch on their outermostborders. Sigrificantly, the underdarkcity can be a dungeonby itself. SubtenaneanSpring:Cold wqter is thrust up from the weight of the earth above, poolink here. Many underdark creatures know about this pool and periodically come to this area to slake their thirsts. Underdark Supply Deport,This area serves as a base for those working a nearby mine. It eontainsfoodstuffs, water, cots, and other items needed to syrvive an an extended trip. Thinkof this chamber as theunderdark equivalent of a ski hut. Unworked Vein of Precious Yetal. This area con& in its w a b an unmistakable vein of precious mineral or metal, something that many prospecting groups (both from above and below) would give much to find. Well: This ancient well shows signs of intelligent design. The bottom of this dark well c o d hold water, or some other viscoussubstance. Working Lode:Work gangs mine this area with pick axes, hammers, and the occasionalcrude ezqAosive (possi- bly magical): Ore carts carry away the bounty of the earth, and delving songs rumble through the air. If the workRuins come about whenever an artificial structureof any 0 Chamberoftype is abandoned, leaving the original structure at the 5 Chapelof last ritesmercy of time and the elements.On the other hand, tombsare often abandoned on purpose, left to the quiet (or er is haunted by a tricpunquiet) contemplations of those buried within. Tombs are,sometimes locatedbeneath living citiesand functioning ,wrath of the haunt?!temples, but they offer additionalmystery when discov-ered below ruined structuresand cities. r has seen many In general, ruins and ancient tombs are in a constant dging by the rotting decor, it istate of decay, sometimesfalling apart around intruders.At your option, you may introduce a rule that appliesto Searching may reveal holythe player characterswheneverthey are exploringruins or ense last rites to those buried iancient, crumbling tombs. For every six turns the partyspends under such conditions, roll ld20. On a result of 1,aportionof a nearby wall or ceiling collapses due to thevibrationsof the party's activities.Those who make SUC-cessful saving throws vs. paralyzationmove out of theway quick enough to avoid any damage, but those whofail the saving throw suffer 3d4 points of damage from thecollapsing debris. Table 7a: RuidTomb EncountersB 26-28 Lichrll+ HD (1) Part Three: Dungeon Typesplots resides within one of these "sealed" sarcophagi. Statues: Noble figures of kings, queens, princes, Crematorium: This chamber contains a strangely princesses,nobility, and royal pets appear here. Many are broken and eroded. It is possible that this hallway onceshaped furnace with a five-foot-widemouth. With all the led to an important area, but in the general ruinit is hardbodies disposed of in this chamber through time, a resid- to determine where the entranceto such an area might be.ual haunting has built up, so a ghostly essence now Sundial:A large sundial engraved with strange celestial runes is embedded here below the earth. Strange shadow;inhabitsthe chamber, hungry for more bodies to burn. It flit across its surface, and depending on how artificiallightis not too particular whether those bodies are dead or falls upon it, it can appear as if sdight fell upon it. Feel free to have the sundial trigger differenteffectsdepending onliving.. .. what time it reads. Timegate: Some mechanism(perhaps the sundral Embalming Chamber: In ancient days the funeral describedin the previous entry) creates a gate to a timedirector found it very efficient to use some of his "clients long ago when the tomb/& was an active, living plactas extra help. Despite the ruin (or sealing) of the tomb, Treasury: This secure vault has been breachedby the depredationsof time. It now stands open and plunderedthe embalmed zombies remain, and are eager for more A secret sub-treasury entrance could exist in this chambt trapped and guardedby potent (butsleeping) guardiansbodies to dunk into the chemical solutians th If a party were to enter safely, thev could conceivablv fin significant treasure.vital through the centuries. Vault: This chamber remains seatea w m an m n porra Garee: This chamber has either a ceiling tha Within can be found the clothing,journals, muTnmified pets, and other personal itemsof the deceasedthat lie in theopened to reveal the heavens, or a shaft allowing a outer common graves.Adventurers could find many itemsglimpse of the sky.Currently, this shaft could be choked of value here, including maps to Ycient sites now lone for-with debris (at your discretion). Scattered in various gotten.statesof wreckage are strangevessels built of metal. IThose K s who make successfulIntelligkncе checksmight determine that these vessels were once meant to Well: This well is long dry, but a ladder carved mto itsfly, but are now long past such functions.However, one e connects thislevel to levels many hundreds of feeta a f t coiuld still make o m last flight before degeneratinginto total junk. low, where strange creatures roam. Gra&ti: These messageswere written by the hands of ~~past adventurers, or maybe even the undead hands of&ose buried here. Some of the messages could read "Let Underwaterme out," "The Band of The Hand Made it This Far,""Beware the Third Deep and the Drums," or "My teeth Underwater adventuresand campaignsprovide manycrave the sweetmeats hidden in bony skulls." new possibilitiesfor encounters and adventures. You might elect to bring your players' current landlubberdmacters Haunted Museum.The ancient displays, trophies, and into an extended stay in the underwaterrealms, or you caart pieces are mostly ransacked, toppled, and rent. How- start from scratch, rolling up new characters thathave theever, the voices of ghosts resound around the far corners, natural ability to live and breathe in water. You might evenspeaking of wonderslost to time. decide to do both, mixing characters from above thewave Heart of Evil: A nexus of foulness, this area becameconcentrated in its evil and now reanimates any dead with those more comfortable in the depths. (Additionalbody baought into it (over a period of ten days). A power- informationon seagoingadven-s appearsin the AD&Iful, evil undead being has set up this chamber as itsabode, and it continually sends lowly servants to raid accessory Of Ships 8 TheSRa.)aearby catacombs and graves of nearby villages andcities.The bodies are brought back here, where PCs Beneaththe Waves - Istir to mlife under the control of the evil one. ~ Mass Grave: This area was buried under a m When bringing air-breathersinto munderwateand stone long ago, but gradual movements of earth have paign, you introducea host of inkwsting factors.Air-now uncovered a portion of it, revealing a terrible scene: breathers need artificial aid to survive; sometfung asHundreds of bodies were ignominiously dumped here primitive as scuba gear and a lot of bEath holding 7and buried. It hardly seems poswould ffail to corporealize some going keep the players' interest for too long. An air-breatherneedstechnologicalor magical aid that Mamoleum: The can be relied upon for an extendedperiod of time in ordeiSn thism m are sealed to surviveunderwater. Examplesaf such itemsin the star dard AD&D campaigninclude a potion of water breathingburials.Plates engrave (needed in huge amountsif they ipre the sole source of SUIlies of high status ad vival underwater!), a ring of surimrning, a ring of water beatGreatwealth is prob ing, an apparatus of Kwalish, a cloak of the manta ray, a helm Lstone walls, which codbrm of traps and unde Part Three: Dungeon TypesIi Iw 2k30 Lack bf dissolve&oxv~en ent (sharp rise in local saIipty) l i I e, qclic (possiblydangerous)r~ ~ Part Three: DungeonTypes 23 ~s required for fish Sahuagin Shrine: Massive jaws lined in mother-of-tihe. In this area, n pearl accept the daily offerings of sahuagin priestess that swim long distances just to sacrifice prey and fo to Sekolah. This is definitely not a healthy place to observe the local holy day! ent: The dissolved rises (or falls) so s indigenous species cannot survive these waters for long. However, other species of strange underwater 1 may take advantage of an envirhment better suited them. Sea Cave: Th mineral vein. B prospectors would be very interested in finding SUC an untapped lode. ShipwrecWShip Graveyard: A wrecked ship (or ships) lies here along the sea flobr (or possibly within sea cave). The crews are long dead, but parts of cargo may still be salvageable.However, dange sea creatures have probably taken up residence hold and will prove difficult to displace. Squid Spawning Ground: Fist-sized eggs (large than any normal cephalopod mollusk eggs) in a jelly substance cover almost every surface of fhis area. Th is probably not a good place to be when the males come to fertilize the eggs! Stable: This coral-fenced area hoIds obviously for the use of some intelligent race tures that must live or have a base nearby. Tide, Cyclic: With the movements of the tides come in and out. In narrow, confined force of this water movement can tumble a those within it (that fail their saving throws vs. para- lyzation) for at least 2d10 points of damage. Trapped Air Pocket: This is am area where breathable air exists far below the surface. It is possible that some surface organisms live in this small environment, most of which are probably unwilling to share their precious oxygen with fellow air breathers. Waterwheel: This massive stone waterwheel slowly turns in the grip of a lazy current. The waterwheel serves to power some hidden mechanism in a distant, sealed cave, although the sound pf great booms and clangs can be heard through the water. more rib cages of dead behe- moths lie here in the sea (or in cave).Whale graveyards are se not often found by nonwhales, rumored to grant sleepers wi tory dreams. Of course, living whales activeh discourage anv other crea- ture f&m disturb&g d e bones o their honored dead., fro$ the new goblin owners.l1d4 Pemnutaiion Influaced2 Invasion/new ownership 1 Abandoned 2 Bandits/privateers Part Four: PennutationsThis indicatesthe subtle influenceof an entitv,envjron- be masked, terrible dreams and unholy nightmares visited upon those who sleep within the dungeon, Of cohvse,vinrsesand hackria can be di$ilita furtive movements visible at the edges of ones vision, spells sometimes going awry (or working too well), Y,butit is theside effectsand the swmtomso tOher strange and unexplainable noises, sudden gusts of wind, haze or fog in the corridors, or motile fungi ucemticeabkeffects. growths that just keep coming back no matter how Example: A sorcerer flubs a summoning and acciden- often they are sterilized. tally opens a connection to one of the innumerable layers of the Abyss. This connection could influence I the site where the summoning occurred. At the Dun- geon Masters discretion, this could cause a strange Philosophically Somettung as intangibleas a belief or feeling of dread to be imposed on all who enter the ideal can drankitically influencedhat might otherwisebe a dungeon, a stench of blood and sulfur that can never normal dungeoncommunity.Btephilosophyheld by dun- geon itlhabitantscould be as simpleas the devotion to an1s P a r t F ~ P e m u t a t h w appropriatedeity or the rwerenceof a common animal.The importantfactor is how thesebew translateinto everyday practices, and how adventurerscan exped to get along in a philosophicallycharged climate.Nxtreme examplesof;com- munities that reflectheir predominantbeli&canbefound in any of the gate townsthat border the Outer Planesvia the Outlands (referredto as the Planebf ConcodantOpposi- tionby many primes), each of wh@ nurzureSalignme-* activitiesthat parallelthborderktgplane. Other examples of strongbelid that can have a mke(effectupon the dungeoninclude thebelid&atonly war- riorsenter intothe afterlife,thebelief thatblue is a holy color and any that wear it c o d bkqhemy, the belief that magicis evil, the belief that speecl,is profaneand thus all comunicationmust be accomplqhedthroughhand ges- tures or the writtenword, thebelief that darkness invites infernal agents, the belief that birdsare holy messengers, and the belief that strangersare good only for food. Technology: Dungeonsthat cor+411 technologicaid e ~ c e s add a decided twist to the averagefantasy dungeoncraw7 However, these item can introducepossibilitiesthat not every Pungeon Master wants in the scenario. Justlike the additionof too much magic, technologicalitems can unba mce a campaignif not handledw3th care. Technologicalideasand items-including robots, com- puters, graviticpolarizers,biogenic implants, and beam weapons (to name only a few)-caneasilybe introducedto the fantasy scenariovia a longaashedstar &ip d y recent- ly unearthed. On the other hand, fantastic items and spells might be introducedinto a technological settingvia the dk- covery of an age-old time capsulethat has beenmagically preserved.A transfer of technologycould also occur throughtime, dimensional, or extraternstriaitravel. InvmiodVew Ownmbip This occurswhen a dungeonis taken-overby a force or entity whose purposes do not compand with those of the ori@ owners, creating a syntheis of new ideasand pol sibilities.You can use a cream, race, or entity from your established scenario, or roll for suqptionsin this catego] Abandoned Whatever the orypal purpose of this dur p n , it is now uninhabited,though traps and treasuresII remain. The dungeonmay be empty for any number ofot remember the locationof the dungeon controlthis dungeon, either by creating er the command of somelich or vampiretheir agentscould include demonictanq'ri, devilish tThis de cribesthe translocationof a standarddungeonbaateu, or various other infernalcrea*. In contrast, it isnotbeyond the realm of possibility that higher planar pow- into an ali n environment.You can either use a unique loca-ers, such as devas and aasimar, could habemoved in to pur- tion or encihantedenvironmentfrom your establishedsce-sue someangelic mission.Wtities with boreneutral nario, or roll for suggestionsin this category.leanjngsmight s m o nb&gs from thd planesof conflictor &en the Inner Planes; of (pou~see,vil iQnd good are equal- BuriedThe standarddungeonis buried; thus, this per-ly servedby &,earth, air,ahd water elementab.Use Table mutationapplies when a structurebuilt above ground finds5a: BblterdimensionalEnco$~temand Tbble 5 b Interdi- itself unddr the earth.A gigantic ship submergedin the sandmenlsional Propertiesin aadEtionto the normally asso- or an ancibnttower buried beneaththe earthbothpresent aaated with the particular du,hgeon satisfying bir of mystery to the players when they begin toGoblinoidalHumanoids:Ratherthanbeing controlledbyhunians, this dungeon is underthe controlof o m ,goblins, twonder h w such a thing could have occurred.o m ,hobgoblins,or some Other gobhqid/humanoid race Chrono ogically Misplaced This could involve a dun-of your choice. It is possiblehat the m#uresin charge geon that has jumped from the far past or far future intothedelwedthe dungeonthemselves, seizedqontrol of it from currentwestream, or having the characterstravelto thesowearlier force, or found it empty an$ colonizedit for temporal Uocationof the site itself. A dungeonripped awaytheirownuses. from its normal time and broughtto the PCs' presentcouldWvd Power:A rival p q p whose a w d a conflicts with introducekxtinct creatureror races that have not yetthatlof the originalbuildershas aggressivelyassimilated evolved, ahcientor technologicalartifacts, knowledgeof for-the $tructu~e,ither killing the previous inhabitants, gottenhistory or glimpses of future events, or evenbeings ofi m m g them, or coexisting with *em in an uneasy legendary power.alliab.ce.The objectivesof the originalbtuilders are nowsubverted to the goals of the new owneks. Dungeonsfrom another time allow you to keep a tightwrceqc A spell, enchanthent, or c q e has been cast reignon pBradox, whereasPCs travelinginto the future orup* the dungeon from a fdiendly indifferent,or enemy past to visit dungeonscould potentiallycauseproblemsinsource. The sorcery could cause a varieky of effects, includ- the existingcampaign.It not only brings intoplay all theing (but not limited to) the sollowing:The residentswere above posbibilities,but it could also allow the PCs to leaveovecome by an enchanted slumber; the residentshave the area of the dungeonand enter into the society of thatb- transformed into animalsor some sort of strange time perid. If the PCs never retum to their own time, thencreatures; the residents age quickly; thq true nature of the this does qot presenta challenge. However, if PCs retumresieentsis hiddenby an illbsion;residentscan never from a pagt where their actionscausedmajor historicalleaye; newcomers canneve* leave; newcomers are auto- changes,their presentmight look radically different. If theirmadcally converted to the purpose of the residents; or currentmeline has changeddrasticallyenough, the players may evenwish to retum to the past in order to rectdy earlier mistakes. Extrapl@ar/Extraplanetary: Some dungeons are found on alternatedimensionsor in specially preparedextraterrestrial abodes. Suchplacesare built (or "seeded") through the effortsof powerfulentity desiring a secret and hard-to- reach locale, or more naturallyby individualsor beings native to the plane in question.In either case, access to trans- dimensiofiallocales or off-planet destinationsis usudy Part Four: Permutations 27t?xbmelyrestricted. h4agidpsrtals,!nclzatttedroads, hge-niurusvehicles,or leslendaryartifactsmay serve as the pathtoread.lsuch out-of-ttreway dungems.However, discover-ing thelocatianof any of these is w d y c questinand ofiW.Evm &discoveringtheportal in question, its use is es in additionto the tables Part b.permaiansIters and Table fRxUnderw IProperties in auaz the consequences o tables normallyassociatedwith thiparticular dungeontype such that all the floorsslo you are using. What was oncck the ceilingb now UWable:The unstable dungeoncanbe a normal dun- Part Four: Permutations geoqthat hasbegun to dissolvechaoticallythrough fantastic circumstances,or a dungeonthat beganin the grip of entmpicbreakdowns(such as most structures on the Plane of Limbo). Example: A chaos storm was born over a nearby valley :md has not lifted for the last nine years. The structure i t the epicenter was once known as the Tower of Breath, ii temple to the power of healing, but now it is known, EISthe Turret of Chaos. Adventurers continually attempt11 passage into the storm in order to retrieve a relic of iXreat healing power lost in the structure, even though11 t h y must brave continuallydissolvingfloors and walls, temporary creatures of chaos, twisted spell effects,~ threats to their own physical coherence, and even lrreakdowns in the physical laws of reality.; Orientation This indicatesthe trans1ocationof an ordinary setting into dn alteredorientationfrom that which it was originally built (or a structureoriginallybuilt without theconstraint of standard design assumptions). Use any change in orien- tatim that appeals to you, or roll for suggestionsin this category. Bnoken: Access between various portion of the dungeon has peen obstructedin some way, either through ceiling colla,pseor flooding, or throughportions of the dungeon be- physically picked up and moved around to new locationsby catastropheor magic. In the latter case, vari- ous wtions of the dungeon have probably suffered differ- ent amounts of damage. Thus, one sectionmay be thenext upside down. In dungeon sections contents d, while other sectionsmay ddition, the cataclysmic of the dungeon might also have not been accessi- In Motion:This dungeonmay actuallybe a sailingship,,I acrMafte,morostohmleanodthcerur imseorb, ailedcimraefnt.sWiohnyalbsuciulddmero,vainspgavcees-sels~ larspenough to be considereda dungeon?A fantasy SOC1l ety muld conceivably r e q u k the movement of a normauy stationarystrudure, or perhapsan entire civilizationin qu4tionwasnomadic, requiringfantastic methodsof1 trarqprtationto move their cities and structures. acourse,it is possiblethat a dungeonnever designed to has somehow been set in motion throughextra-If :room does containa trap, either scanthe Table loa: Trap BaskW a menuand choosea likely combination,or 06roq onTables loa, lob, and 1Octo generate the s 12 Beddehibedbebw. mi First, roll on Table 1OxTrap Basis to determine the I trapped ob~ectF. eel ~IWtomllif the trap basis 23 I Catwalk not fit your conceptionof the room in which it is 24 Onceyou have de4emhedthe basis for your trap, forits associated effect on Table 1 O b Trap Effe I28 chest * Roll again if thetrap effect does not correspond with your intentions.If deshed, you cart roll for more than 29 Chute one effectto inmase the lethality of thetrap. Fm,you needto assign the potentialdamage that your trap can inflidon t h e it targets (if the effectis that causes damage). You can decide the tr~p'sdamage potential yourself, or assignit a damagerange by row 3d6 on Table 1oC:Trap Damage Patentials.For each a d d i t i d damigecautinge f k tor traityour trap has, add anotherdie, keeping thehighestthree results,the= by biasii your rolltowads more damaging effects. 73 Pit I .,. 78 Rug 79 SheKinset 41 Escalator* 91 Tunnelmouth 42 4t 47 48.... I Touldbeeithermagicalormechmid. #fl Part Five: Trapp32 Part Five: TrapsPart Five: Traps. .., . , , .i' A few of the tables for that particular table. you a greater chance describe the effects o of low results that geomorphs. Generally, the the same level, while the & ove or below the current would hardly ever actually touch 0- 14 Part Six: Autodungeon Engine11!;I Iheated. woving On:Onceyouve detemhed and mapped thedugeonorigin,moveto Table l l b PrimaryPath.,sQ6JSLctim 3-6 RoU on Tabk lle and map result as dungeon Mig 1 Roll on Table 2 to determine dungeon type; map random (ld12, or ld6 for interdimensional) lettered ever, you do not attach subsequent results to this I in the same way, due to the diffeeencein scale. Ins&xid, you locake your next geommph or room within that foundingpmorph. ~1b-18 Roll on Table ll#and map resultas dungeonorigin.Tg~ acQpte (add) a new geomorph to your dungeonori-gin,, you can simply choose a likely connectionpoint, orYOU/can -d e the connectimpoint randomly.(Todetqrminethe connectionrandomly roll ld8. Then, countthrcrughall theconnectionpoints until you reach the num-ber Flled.Thus,when you rolla 7on a p m o r p h with connectonsymbols, you count thmugh the pointsafew times likea game of eeny-memy-miney-moeruntilyoq reach7.) isone that you will LEW over and over againe origin)with which you can attach the new geomorph. ing table.!EO erythe you map a freshgeommph,returntothistab+ and dlagain, the new resultto the last geo- 11mo h you mapped. You continuethisprocessuntil yau Table llc: Geomorph Orientation Rollrea$ the focusgeommph.In thisway, you chart a pri-+-XI path throu&the dungeonfKnnthe start area to thedurlgeonsend.For now, ignore the other unused connect- your series of geomqhs. of the number of tines you roll on this tableby Qountingthenumber of geomqhs added along the pri-I&c* Phth own stairs sitnadiircsale6aedd,dup, aldn6d.oOnn51-42ththees o n 3 4the After you have chained together a dungeonfrom its ori-gin to its focus, you should take care of all the otherunused connectionpoints.Table l l d givesyou concretedimctiom on how to do this. R ~ loln this table and takethe actionindicated for each empty connectionpoint,including doors, hallways, openareas, or stairs. Onceyou have c m k d rooms and corridors with thistable, you have alsoprobably created additionalpossibleco-n points (such as doors and stairs). "herdore, inorder to k p your dungeonfrom growingtoo "bushy,"you should increasethe diebias by one step for every20feet that the connectionpoint on your secondarypathrangesfromthe geomrph to which it is attached. For example, thedoors, one ofthem more ad 10' to a four-wav intersection new passage as a connicting point. Ahead 10' to a fork in passage, treat eaclt ILKon your map, d e r to Table llg: Contentsto fill in tlpeempty chambersmyaurmp. ld4x10' deep. Stream has 50% chance to be bridged, and a 25% chance of having a boat (50% chance for the boat to be on either side). Passage continuesbeyond river. Ahead ld10x10' to a stair; 20' wide passage cnn- a i m columns running down center and ld6Passages ways give off along either $ideof the When a passage is indicated, roll on Table l l e to 4 Aanhdealddplldl8xdloOo'rstogaivdeoooffrf;tld4b-1 odetermine the specifics of the passage's length, direc-tion,contents, and so on.Unkss specificallyinstructed 'assage turns right and runs parallel to any strucdifferently, treat each additionaldoor, stair, or passage .me on map for ld10x10' to an open archway.as a fresh connecting point, so that you return to Table Passage turns left and runs parallel to any struc-l l d in order to determine its outcome (and bias the ture on map for ld10x10' to a stairwell.dice accordingly depending on distance from the dun- Passage ends at perpendicular passage (forminggeon origin). "T"); treat each new passage as a new connectinl Passage comes to four-way intersection; treat eac36 Part Six: Autodungm EngineII IRooms What$In Here? When another table indicates a room, roll on Table lIf If you are here,that means thatdetermine the SD&CS of the morn's size. shaDe. and exi every stair, passage,and door isTreat each addikonaldoor, stair,or passage asa' kesh con- accountedfor and you are loolung down at a big,nedLing point and retumto Tablel l d in order to deter- empty, and mostly u n k e v e d maDmine its outcome (and bias the dice accordingly). (savipossibty Whenever stairs are indicated, roll ld6. On 1-2 the stairs for the found- ing and focuslead down, on 3-4 the stairs lead up, and on 5-6 the stairs 1gee-go both up and down. If you are connecting roomsto natural cavernsor other moghl.Tor o e geomorphs, make the roomslistedbelow rough and mom con-rocky to match. tentsin a completely When a door or passage is indicatedin a room, remem- randomman-ber that one of them is likely the passage that led into this ner, simdvroam in the first place. Moving On:Once you have determined the rnnm'cspecifics, return to the table that sent you here. that makes no sense,and modify other obviouslygoofy results. Remember, if a reasonableexplanationis offered, even the strangestpossibility can appaarreasonable.a side with only oneto contain a staircase. a sidewith ld2-1 opend4x10' to a side with ld2-1 doorsPhrt Seven:Aerial Qespite the wide variety of passibla inhabitants, the follaving winged elves (& $ c M in the Ikkmsms C m m M inhabitantsof theaerial geomorphs.However, if you havein hind (or do not how access to that sourcebook), you can treat them as"spcace holders" and insert whatever race is most apppriate toA&al Founding Geomo? ly from the solid. Sanetimes,portions of cloud shipsfor any hboard, at least until their ~soarir\grcatures, but the agaidst c ~ ~ l ~ zangognression. ,or merely the opportunity 9, Fl18 (C); HD 1+1; hp 5 each; THACO (ld3/ld2;entanglesenemies' limbs;it ta Wenever the sentries see unjnvited intmders scalingthe sides ofthe@timmediately flies up W warn the resictents of possible danger.tri& usually attempt to discover the reason for the visit by perchingou@op and questioning the climber from a safe distance. Part Seven:Aerial 39 ~Wwbg suaoemdulhmts. Game suitablefor consumption i d - i s ~ t m n q m ttdo the other avariels on ~backoRaewerytwo&ys. The lodge iM catbinsa rough table near the fore- pd,racks upon one wall (holding slender long swards,lariats, and bolas), and kegs upon the facing wall- t a light, I.efreshfngwine called clos peg-). The floor in the rear of the lodge is covered with shed down, perfect forthe comfortable sleep of weary hunters (and p ~ t a s i M pmtainiugdbaubles of modest value). U n h alerted o f ~ d aheead~of time, or unlessi t is nightbe (inwhich case all h t e r s are asleep save for a rota- wakhoftwc$, t k e isa20% chance that the pes find Wehuntersand one huntmaster in or near the lode.Otherwise, the avariels are out on the hunt! AvatidHgnler(!%AC(I;brfV9,Fl18(C);HDl+l;hp 5 each; THACO 8; #AT 1;Dmg ld8 (long sword); SA bola (ld3/ld2;entangles enemies limbs; it takes 1M round and a succsessfulsgwgth check to break free); SZ It& ML chanrplon (15);Iptt exceptional (16); AL NG; xP65oe!ach. 3J1):Ist-anCmalfr&tdship, bless,body is ph7rsicaIlvElite pbarkl Warrk UdQkAC 3; hflv 9, Fl18 (C); HD of Perceptionis a circula3+1; hpi 27 ea& HAC0 16;#AT3/2; Ihng ld8 (long period of one hour. Sounswod)JS A W (ld3/1d2; entangles enemies limbs; it cular and lethal fashion! mud and a s u d Strength check to break M ML champion (15);Int exceptional (16); Com@an Avariel (lag: AC 8; MY 9, F118 (C); 5 each; THACO18; #AT 1; Dmg/ld8 (long SAbola (ld3/ld2; entangles enbies limbs; ittakes 1i f u l l round and a successful Stregth check to breakfree); !3$ M; ML champion (15); Int exceptional (16);AL NGI XP 650 each. sorcery in this room, s,it is kept locked andpretty ynusual substances(such as mist, essence of themrth vpind, and the scent of a storm). A la e workbench in the center of theroom holds ahuge Junk of m e l t i n g mystical ice (obtained on the a ece of the telescope within are truly w hoose, a stellar event viewed from herI@ Ibut-klasrrrt de a fantastic physical event that affec ;THACO 15; #AT 3 ld6 (quarterstaff); /poaitinon top.1. I EA surroundingheavy wooken fenceof sharp-pointed stakes surrounds th caajiae topqvent surprise attacksby d ying the advanceof assailants.This gives so 'erswi@ thecastle cornpund toboth resist and preparea counterattack.l w ral patrol the exterior of'themican.$oldkc h m and llr,2 AC 5 (chain d)M;V 12;hp 13each;#M1(longm o d or Dmg ld8 or ld4; SZ M; ML(8)A~L,N;XP 65each. I2. tila'be lists(sometimescalledwards) are strips of land that e n d e thethe barbican.The lists serve ajs roads in time ofpeace and as traps inOrrce withinthe barbican, forcesare in range ofcade walls. In peacetime, serve as an exerrisegroundo&asionally as tournament (described in area 3 below).5 (chainmail); Mv 12; :Retinue of ldlO 0-level retainers g sword or light cross- steady (12); Int avg (10); typically held every 5d6 days. OT shrinksaccordingto &e setup pavilionsnearby a banner fluttersover of the contestant.Thefirst day ofthe lmuneyis Ustaauydev& to singlecombats, inwhichpairsof knighksjut&, but the climax is the melee, when ofkmghtsbattle in mimic warfm.The visiting canrangefrom 1stb e l to 20th level. 0th the walls and the towers have slits throughwhich defenders can--I- -. the throneroom (m a 12).1Part Eight: Castle 45Part Nine:Inte eon types, the let!kred interdimensional entry. Significantly, Unlike many of the othemorphs are each giv ge region of permanently was born the Semblance. the chaotic conditionsatt46 Part Nine:InkdimensionalThe Wultwarder outpost (area 5) monitorsthisthe b e a 4 and sendsa greeter to investjgate any ac Part Nine Interdimensional 147of the resonance islandsare accessibleb1IhterdjmensionaZ Gmmoph C the paraelementalplans; rather, they are k~.a Thisplanartreeisgarganw producedby the closenessof fhe parentElema interstitialspace (or the Elemental thereal,Astral, etc.). so it is possibleto fallfrom the tree.VarimpUanarhdes open on the tree,making it a crmsrod ofsorts.flowever, it isentidy possiblethat entities (either &evel h t or benign) have set up ai gennanentbase here in order toeither take advantageof thei crosc;-planar trafficby setting up+aAe mengage insimplebmditry wd@roughfolded space to sionaZ Fom Geornoqhdoubled alphabetkey. F demonlord Tarnhemow area marked A issu accessTarnhems Manor through I Part Nine: Interdimensional 4!IJntdimensionuZ GeornorphE ~leastfor now). This living ma could makeup a portion of anormaldungeon,existwithin a discretecreature, or possibly&e uptheinteriorof an efi.tire livingdemiplane! Intemectiom of many ves$els conceivablyhold o r g m ofa m e importanceto the o v ~ a ol lrganism,such as thelungs,l+art, or even brain. Those seekingto harm the organismMom theinside shouldfear +hed e h of hwilled whitecells, lethal T cells, demonic antibodies,or worse.. ..nbin,it d d havebeen taken overby otshtreurcteunretitiefasl,leonr iint to a 5.9M TSR Inc - AD&D 2nd Edition - Book of Artifacts_chocr.html.gz download 3.8M TSR Inc - AD&D 2nd Edition - HR3 - Celts_chocr.html.gz download 4.0M TSR Inc - AD&D 2nd Edition - HR7 - Crusades_chocr.html.gz download 9.2M TSR Inc - AD&D 2nd Edition - Legends and Lore_chocr.html.gz download 8.2M TSR Inc - AD&D 2nd Edition - Tome of Magic_chocr.html.gz download 100%(7)100% found this document useful (7 votes)2K views84 pagesSaveSave Dungeon Builder's Guidebook - Bruce R. Cordell For Later100%100% found this document useful, undefined Collector's Arcana: Shrink-wrapped copies add 25% to the base value. We have the original cover art for Dungein Builder's Guidebook on display inside our Online Art Gallery. "You are probably wondering: Is this guidebook for me? In a wordyes! Dungeon Builder's Guidebook assembles tried-and-true dungeon building advice, approaches, and tacticts gathered over many years. The suggestions and samples in this book are an invaluable resource for intiating and fleshing out the ruins, mines, caverns, and tombs of your imagination. What if you already design all your own dungeons? Though the advice and tips in here may be old news to you, even the most experienced Dungeon Master is sometimes strapped for time or inspiration. Dungeon Builder's Guidebook is perfect for generating the dungeon hook you need ata moment's notice, the goblin warren the PCs accidentally stumble upon, or the pocket dimension you did not get a chance to detail. Dungeon Builder's Guidebook contains the following features: Basic pointers and advice on building dungeons. Permutations that provide ways to 'twist' your dungeon in exciting ways. Six distinct dungeon types, each accompanied by property and encounter tables to help you flesh out your dungeon. A collection of 78 geomorphs that you can photocopy, trace, or freehand onto your own maps. The Trap Architect, a detailed process for generating lethal traps. The Autodungeon Engine, a series of tables that allow you to create a dungeon by attaching random geomorphs together, forming a unique dungeon each time. Dungeon Builder's Guidebook follows and complements World Builder's Guidebook, focusing on specific sites rather than global designs."