

Sample Dungeons and Dungeon Templates

#	Dungeon	Distinguishing Characteristics
1	Alchemy Lab	Destroyed, cracked, soot-covered walls. Spacious experiment rooms far away from the entrance or large living quarters.
2	Barrow/ Tumulus	A shallow grave mound, with iconography, traps and guards themed to a primitive or natural culture.
3	Catacomb	Narrow tunnels or hallways, with closed or open graves dug into alcoves along the wall.
4	Church/ Temple	The entrance usually leads to a large gathering space, laid out in the shape of a symbol that has significance in the religion. Can be of varying size and complexity.
5	City/ Town, single race	Streets and pathways based on the size of the humanoids and their transports. Buildings, districts, and other features that reflect the culture of the race (many trees for traditional elf cities, closely packed or tall buildings for human cities, highly segregated districts based on rich/ poor disparity, etc.)
6	City/ Town, interracial	Same as above, but on a larger scale to reflect its status as a capitol or place of importance. Streets and pathways to accommodate many possible races. Districts dedicated to different races. Possibly large gathering spaces.
7	Coliseum/ Gladiatorial Pit	A large, open area at the base of a "bowl", surrounded by stands, with smaller spaces for preparation and practice attached.
8	Dragon's Treasure Lair	Large cavern with dragon-sized entrances either at ground level or through the roof. Reflects the personality of the dragon (i.e. well guarded and intricate if the dragon is cautious, or allowing easy access if dragon is brazen)
9	Forge	Room or system of rooms, covered in soot and rust. Usually ventilated unless forge masters can somehow function without it.
10	Fort/ Siege Tower	Large open space or network of rooms that allow for easy flow of traffic. Enclosed by outer walls that are easily scalable from the inside or have ladders. Top of walls provide space to gather/ fight, as well as good sightlines of the surrounding terrain.
12	Hive	An intricate network of crafted hallways or caves that reflect some level of order and rationality. Usually designed around a core where the central hive-mind resides.
13	Library	Can be of varying size, and can be either well organized or of disorienting complexity.
14	Mansion	Contains large, elegant rooms for eating, gathering, and sleeping. Also has many smaller rooms for guests and displays of wealth.
15	Mastermind's Stronghold	A gauntlet of corridors, traps, and guards protecting a central core. Can also have a "front" attached (i.e. must pass through a legitimate home or business in order to
16	Menagerie	A network of cells that are themed to the animals and monsters being trapped, usually linked by a safe system of corridors.
17	Mine	A tunneled-out but otherwise natural system of caves laid out to maximize access to valuable minerals, which may or may not provide for easy flow of traffic. Sometimes has alternate paths to transport materials.
18	Monstrous Lair	A haphazard network of caves sized to the race. Usually filthy with little to no lighting.
19	Necropolis	Layout follows normal themes for a city, but is usually distinguished by one large indoor or outdoor space dedicated to grand, necromantic rituals.
20	Prison, normal	One processing area near the entrance, followed by many small rooms or one large room dedicated either to incarceration or labor.
21	Prison, fortified	Secluded area or network of rooms, well away from the main entrance, with features dedicated to counteract powerful prisoners (i.e., solitary confinement for political prisoners, anti-magic field for magic users).
22	Sewer	Intricate network of narrow corridors intended to reach all parts of a city. Usually leads to a river or body of water.
23	Tomb of Ancient Ruler(s)	Very intricate and ornate system of rooms with a well-guarded treasure room deep inside. Usually contains iconography, decoration, guards, and traps based on the 'theme' of the ruler (i.e. mummies guarding a pharaoh, poisonous traps and monsters guarding snake-themed worshippers, etc.).
24	Vault, personal	One well-fortified room or system of rooms, protected by traps and/ or guards.

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25	Vault, town (counting house or bank)	As above, but often larger.
26	Vault, special (for artifacts or other object of power)	Intricate vault designed either to display an object prominently for worshippers, or to protect it from theft, or both. Decorations, iconography, guards, traps, and puzzles are themed around the artifact. Sometimes, other rooms here contain clues that are key to understanding the artifact or handling it safely.
28	Wizard Tower/ Compound	A network of rooms with a wide variety of magical traps and residual magic. Layout can be organized or haphazard, depending on the personality of the wizard. At least one, well-guarded room is usually dedicated to the wizard's source of knowledge (i.e., library, crystal ball room for communication, or circle containing trapped extrapanar being).
29	Ziggaraut (sacrifice temple)	Sacrifice alter on top, closest to the gods, with gutters or tubes that carry blood either to the ziggaraut's base or interior.

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#	Templates	Distinguishing Features
1	Advanced Civilization	Dungeon was made with tools or technology far beyond what is available to current visitors or denizens.
2	Collapsing	Dungeon is unsafe, with frequent quakes, mudslides, and cave-ins.
3	Dreamscape	Dungeon exists within the minds of adventures. Progress through the dungeon is non-linear, occurring as periodic memories, visions, or mental projections.
4	Floating	Dungeon is affected by some kind of flying magic, requiring either flight or teleportation to enter. Might be highly unstable. The source of the dungeon's flight might be inside of it, or an environmental effect.
5	Flooded/ Underwater	Dungeon has been fundamentally reshaped by water currents, either slowly through erosion or violently by floods. Old room connections are blocked, while new ones are created. Traversing the dungeon requires either skill in swimming or the ability to breathe underwater.
6	Fortified	Dungeon's entrance is repurposed specifically to hamper intruders with traps, murderholes, bottlenecks, etc.
7	Ghost Haunt	Dungeon is haunted by ghosts or any type of undead who will not leave unless ghosts receive some kind of redemption/ release.
8	Nest	Dungeon serves as a specific breeding ground for various monsters (i.e. giant insects, vampires, etc.)
9	Planar Gateway	Dungeon expresses characteristics of its original purpose and also of one or more planes (i.e. unusually hot or cold if linked to elemental planes, warping walls and other features if linked to a plane of madness, etc.)
10	Squatters, human	Dungeon is taken over by a group of humans or other races for a wide variety of reasons (i.e. evil bandits using the dungeon as a base or operation, exiled freedom fighters seeking refuge, and anything in between).
11	Squatters, monstrous	As above, with more of a tendency to trash and otherwise completely disregard the dungeon's previous function.
12	Self-Aware	Dungeon exerts its will on living creatures within, either reshaping its own walls and passageways or affecting the creatures' minds to accomplish a goal (i.e., guiding them to a specific point, or preventing their escape).
13	Trade Center	All or part of the dungeon is the hub of a trade network run by those equipped to engage in delves.
14	Volcanic	Dungeon is fundamentally and violently reshaped by flows of lava or magma, or by geysers of steam. It is particularly dangerous and unstable for these reasons.