



CONNECTING AREAS

When your map is done, consider adding doors between chambers and passages that are next to each other but otherwise not connected. Such doors create more paths through the dungeon and expand players' options.

If your dungeon consists of more than one level, be sure that any stairs, pits, and other vertical passages line up between levels. If you're using graph paper, lay a new page on top of your existing map, mark the locations of stairs and other features shared by the two levels, and begin mapping the new level.

STOCKING A DUNGEON

Creating a map for your dungeon is only half the fun. Once you have the layout, you need to decide what challenges and rewards are to be found in the dungeon's passages and chambers. Any reasonably large space should be stocked with interesting sights, sounds, objects, and creatures.

You don't need to have every last detail of your dungeon plotted out. You can get by with nothing more than a list of monsters, a list of treasures, and a list of one or two key elements for each dungeon area.

CHAMBER PURPOSE

A room's purpose can help determine its furnishings and other contents.

For each chamber on your dungeon map, establish its purpose or use the tables below to generate ideas. Each type of dungeon described in the "Dungeon Purpose"

section of chapter 5, "Adventure Environments," has its own table featuring chambers geared to the dungeon's purpose. For example, if you're building a tomb, use the *Dungeon: Tomb* table to help you determine the purpose of each chamber. These dungeon-specific tables are followed by the *General Dungeon Chambers* table, which you can use if your dungeon isn't an exact fit for one of the standard types of dungeon or if you want to mix things up.

Relying on random rolls to stock an entire dungeon can lead to incongruous results. A tiny room might end up being identified as a temple, while the huge chamber next door serves as storage. It can be fun to try to make sense of such strange design ideas, but make changes as you see fit. You can set aside a few key rooms and create specific contents for them.

DUNGEON: DEATH TRAP

d20	Purpose
1	Antechamber or waiting room for spectators
2–8	Guardroom fortified against intruders
9–11	Vault for holding important treasures, accessible only by locked or secret door (75 percent chance of being trapped)
12–14	Room containing a puzzle that must be solved to bypass a trap or monster
15–19	Trap designed to kill or capture creatures
20	Observation room, allowing guards or spectators to observe creatures moving through the dungeon

DUNGEON: LAIR

d20	Purpose
1	Armory stocked with weapons and armor
2	Audience chamber, used to receive guests
3	Banquet room for important celebrations
4	Barracks where the lair's defenders are quartered
5	Bedroom, for use by leaders
6	Chapel where the lair's inhabitants worship
7	Cistern or well for drinking water
8–9	Guardroom for the defense of the lair
10	Kennel for pets or guard beasts
11	Kitchen for food storage and preparation
12	Pen or prison where captives are held
13–14	Storage, mostly nonperishable goods
15	Throne room where the lair's leaders hold court
16	Torture chamber
17	Training and exercise room
18	Trophy room or museum
19	Latrine or bath
20	Workshop for the construction of weapons, armor, tools, and other goods

DUNGEON: MAZE

d20	Purpose
1	Conjuring room, used to summon creatures that guard the maze
2–5	Guardroom for sentinels that patrol the maze
6–10	Lair for guard beasts that patrol the maze
11	Pen or prison accessible only by secret door, used to hold captives condemned to the maze
12	Shrine dedicated to a god or other entity
13–14	Storage for food, as well as tools used by the maze's guardians to keep the complex in working order
15–18	Trap to confound or kill those sent into the maze
19	Well that provides drinking water
20	Workshop where doors, torch sconces, and other furnishings are repaired and maintained

DUNGEON: MINE

d20	Purpose
1–2	Barracks for miners
3	Bedroom for a supervisor or manager
4	Chapel dedicated to a patron deity of miners, earth, or protection
5	Cistern providing drinking water for miners
6–7	Guardroom
8	Kitchen used to feed workers
9	Laboratory used to conduct tests on strange minerals extracted from the mine
10–15	Lode where metal ore is mined (75 percent chance of being depleted)
16	Office used by the mine supervisor
17	Smithy for repairing damaged tools
18–19	Storage for tools and other equipment
20	Strong room or vault used to store ore for transport to the surface

DUNGEON: PLANAR GATE

d100	Purpose
01–03	Decorated foyer or antechamber
04–08	Armory used by the portal's guardians
09–10	Audience chamber for receiving visitors
11–19	Barracks used by the portal's guards
20–23	Bedroom for use by the high-ranking members of the order that guards the portal
24–30	Chapel dedicated to a deity or deities related to the portal and its defenders
31–35	Cistern providing fresh water
36–38	Classroom for use of initiates learning about the portal's secrets
39	Conjuring room for summoning creatures used to investigate or defend the portal
40–41	Crypt where the remains of those that died guarding the portal are kept
42–47	Dining room
48–50	Divination room used to investigate the portal and events tied to it
51–55	Dormitory for visitors and guards
56–57	Entry room or vestibule
58–59	Gallery for displaying trophies and objects related to the portal and those that guard it
60–67	Guardroom to protect or watch over the portal
68–72	Kitchen
73–77	Laboratory for conducting experiments relating to the portal and creatures that emerge from it
78–80	Library holding books about the portal's history
81–85	Pen or prison for holding captives or creatures that emerge from the portal
86–87	Planar junction, where the gate to another plane once stood (25 percent chance of being active)
88–90	Storage
91	Strong room or vault, for guarding valuable treasures connected to the portal or funds used to pay the planar gate's guardians
92–93	Study
94	Torture chamber, for questioning creatures that pass through the portal or that attempt to clandestinely use it
95–98	Latrine or bath
99–00	Workshop for constructing tools and gear needed to study the portal

