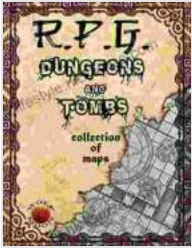# A Comprehensive Guide to Dungeon Design for Role-Playing Games

RPG Dungeons and Tombs Map Collection: A set of detailed plans for all kinds of dungeons for role-playing games. For gamers and game masters by Wolf Moon

★★★★☆ 4.8 out of 5

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Dungeons are an essential part of any role-playing game (RPG). They provide a place for players to explore, fight monsters, and find treasure. A well-designed dungeon can be a challenging and rewarding experience for players. However, designing a dungeon can be a daunting task. There are a lot of things to consider, such as the size and layout of the dungeon, the types of monsters that will inhabit it, and the treasure that can be found. To help you create great dungeons for your RPGs, I have created this detailed guide that includes plans for all kinds of dungeons.

Types of Dungeons

There are many different types of dungeons, each with its own unique atmosphere and challenges. Some of the most common types of dungeons include:

- **Caves**: Caves are natural dungeons that are often found in mountains or forests. They are typically dark and maze-like, and they can be home to a variety of creatures, from goblins to dragons.

- **Castles**: Castles are large and imposing structures that are often used as the headquarters of evil overlords. They are typically well-defended, and they can be home to a variety of traps and monsters.

- **Tombs**: Tombs are the resting places of the dead. They are often filled with traps and puzzles, and they can be home to powerful undead creatures.

- **Temples**: Temples are places of worship, and they can be found in all sorts of different locations. They are often home to priests and other religious figures, and they can be a source of powerful magic items.

Creating a Dungeon

When creating a dungeon, there are a few key things to keep in mind:

1. Size and Layout

The size and layout of your dungeon will depend on the type of dungeon you are creating. A small dungeon can be explored in a single session, while a larger dungeon may require multiple sessions to complete. The layout of your dungeon should be logical and easy to navigate, but it should also be interesting and challenging.

2. Monsters

The monsters that you place in your dungeon will determine the difficulty and challenge of the dungeon. Choose monsters that are appropriate for

the level of your players, and be sure to vary the types of monsters so that players don't get bored.

3. Treasure

Treasure is one of the main reasons why players explore dungeons. Be sure to place treasure throughout your dungeon, but don't make it too easy to find. Players should have to work hard to earn their rewards.

4. Traps and Puzzles

Traps and puzzles can add an extra layer of challenge to your dungeon. However, don't overdo it. Too many traps and puzzles can slow down the game and make it frustrating for players.

Dungeon Plans

To help you create great dungeons for your RPGs, I have included a number of detailed dungeon plans below. These plans include maps, descriptions, and encounter ideas. You can use these plans as a starting point for your own dungeons, or you can adapt them to fit your own needs.

1. The Goblin Cave

The Goblin Cave is a small dungeon that is perfect for a low-level party of adventurers. The dungeon consists of a series of interconnected caves that are home to a group of goblins. The goblins are led by a powerful warlord who has a hidden lair in the depths of the cave.

Map:
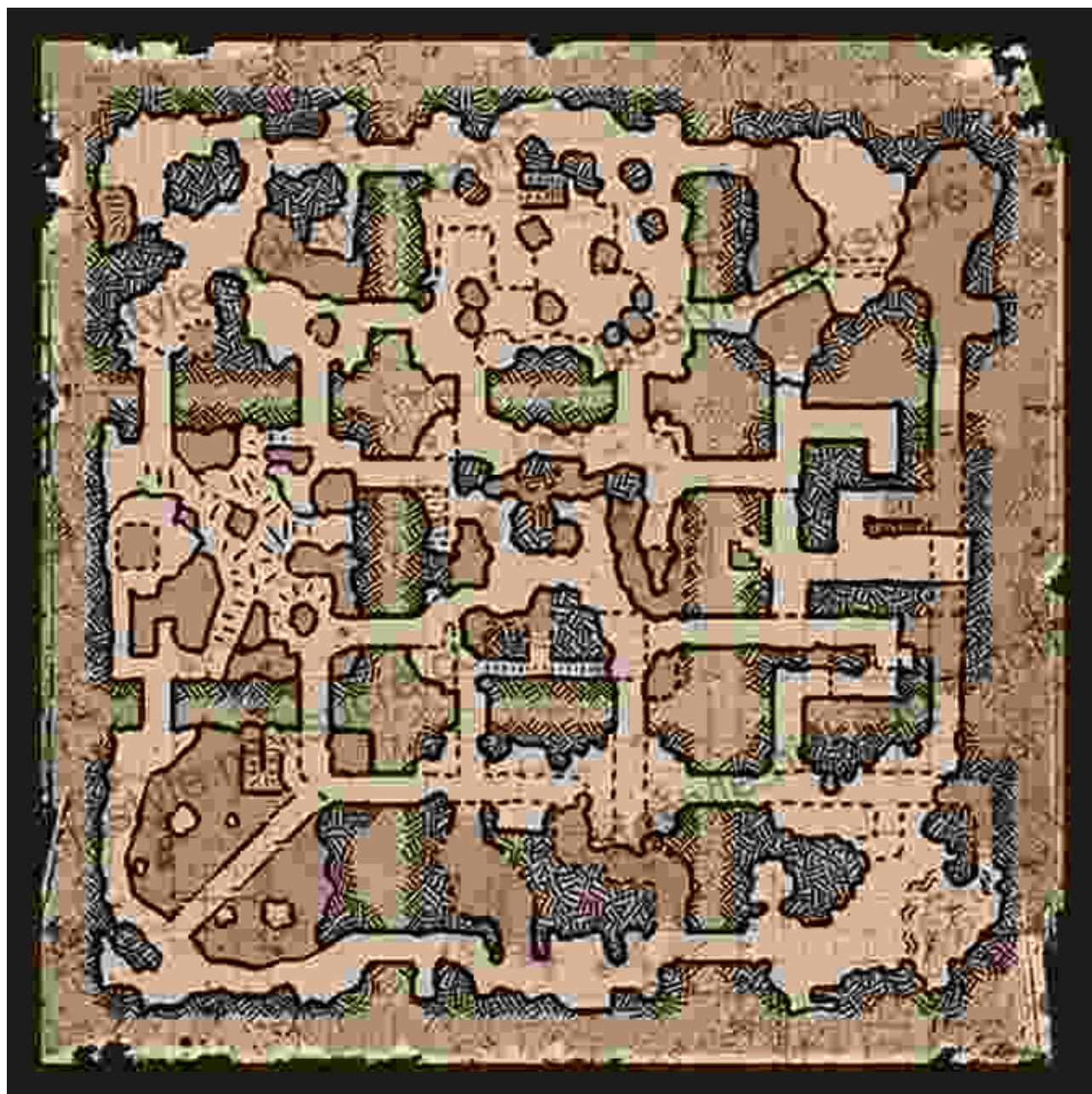
Description:

The Goblin Cave is a series of natural caves that have been expanded and connected by the goblins. The caves are dark and damp, and the air is filled with the smell of goblin sweat. The walls of the caves are covered in graffiti and crude drawings.

The goblins have built a number of traps and obstacles throughout the cave to protect themselves from intruders. These include tripwires, pit traps, and spiked walls. The goblins are also armed with a variety of weapons, including swords, axes, and bows and arrows.
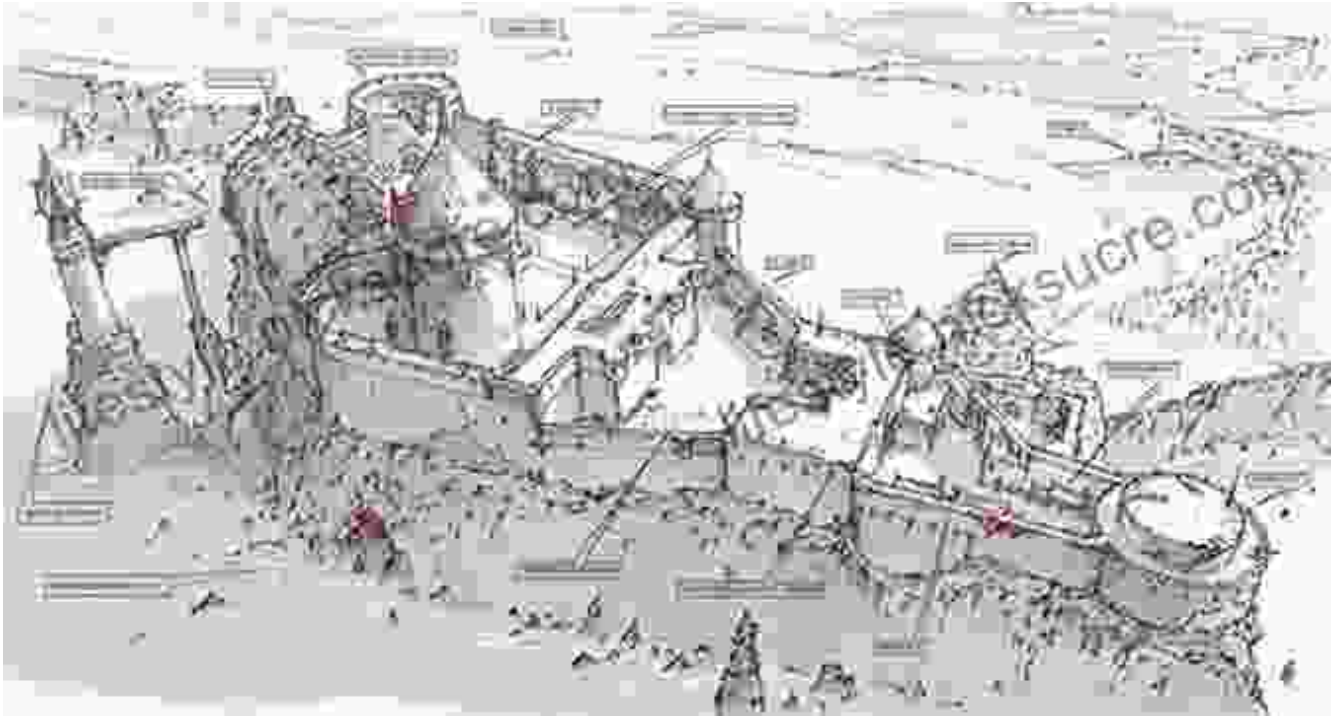
Encounters:

- A group of goblins ambushes the party in the entrance to the cave.

- The party encounters a group of goblins who are guarding a treasure chest.

- The party fights their way through a horde of goblins to reach the warlord's lair.

- The party battles the warlord and his elite guard.

2. The Abandoned Castle

The Abandoned Castle is a medium-sized dungeon that is perfect for a mid-level party of adventurers. The dungeon consists of a ruined castle that has been overrun by a group of bandits. The bandits are led by a powerful wizard who is using the castle as a base of operations.

Map:

Description:

The Abandoned Castle is a large and imposing structure that has fallen into disrepair. The walls of the castle are crumbling, and the windows are boarded up. The castle is surrounded by a moat that is filled with stagnant water.

The bandits have made a number of modifications to the castle to make it more defensible. These include adding new traps and obstacles, and reinforcing the walls. The bandits are also armed with a variety of weapons, including swords, axes, and bows and arrows.

Encounters:

- The party encounters a group of bandits who are guarding the entrance to the castle.

- The party fights their way through a group of bandits who are patrolling the castle grounds.

- The party infiltrates the castle and confronts the wizard in his lair.

- The party battles the wizard and his elite guard.

3. The Forgotten Tomb

The Forgotten Tomb is a large dungeon that is perfect for a high-level party of adventurers. The dungeon consists of a series of interconnected chambers that are filled with the remains of the dead. The tomb is haunted by a powerful undead creature that is guarding a powerful artifact.
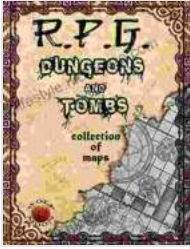
Map:
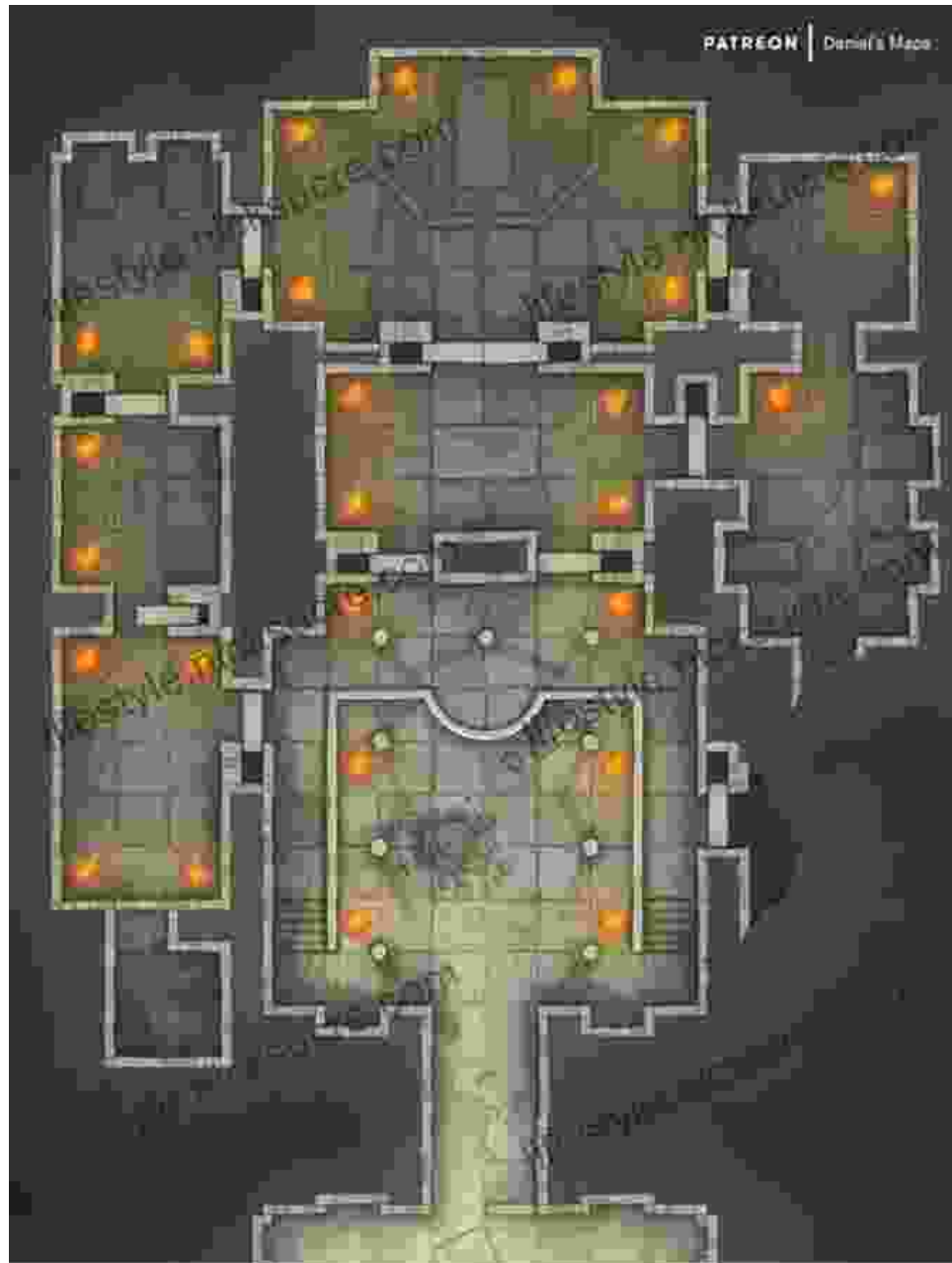
Description:

The Forgotten Tomb is a large and complex dungeon that is filled with the remains of the dead. The walls of the tomb are covered in hierogly

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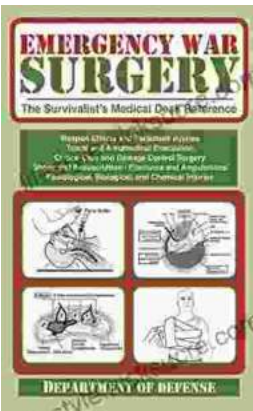
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