

# QUICKLEAF'S DUNGEON<sup>23</sup> MASTER TABLE

When in doubt, roll a **d20** and consult the following tome...

1. AD&D Dungeon Builder's Guidebook (Bruce R. Cordell)
2. AD&D Dungeon Master's Guide (Gary Gygax)
3. 3rd edition Dungeonscape (Jason Bulmhan & Rich Burlew)
4. 5th edition DMG or Pathfinder GameMastery Guide or OSE Advanced Referee's Tome (Gavin Norman)
5. Actual Dungeon Mastering (Lungfungus)
6. Be Awesome at Dungeon Design (Creighton Broadhurt)
7. Castle Oldskull Vol. I & Vol. II (Kent David Kelly)
8. DM Johnny's Puzzle System (DungeonMaster Johnny)
9. The Dungeon Alphabet (Michael Curtis)
10. The Dungeon Dozen (Jason Sholtis)
11. Dungeon Delver's Guide (Paul Hughes)
12. Numenara: Jade Colossus (Bruce R. Cordell)
13. Old School Encounter References (B. Scot Hoover)
14. The Perilous Wilds (Jason Lutes & Jeremy Strandberg)
15. Tome of Adventure Design (Matt Finch)
16. Tricks, Empty Rooms, and Basic Trap Design and/or Treasure (Courtney Campbell)
17. Ultimate Toolbox (Jim Pinto, Dawn & Jeff Ibach)
18. Worlds Without Number (Kevin Crawford)
19. Consult a monster tome of thy choosing (e.g. The Monster Overhaul by Skerples)
20. Seek out a tome of myth, history, art, architecture, or other topics outside of RPGs



**Dungeon<sup>23</sup>**

Duvelman's D23 Resources

Dungeon23 Helper (Hexed Press)

- Incrementally show the dungeon's story as PCs explore.
- Give players goals that encourage exploration.
- Include multiple entrance points.
- Use loops and hidden paths.
- Use verticality.
- Provide glimpses to deeper points in dungeon which may not be immediately accessible (i.e. foreshadowing).
- Include hidden rooms with cool treasure.
- Give each level or zone a distinctive theme.
- Present a dungeon ecology with interacting denizens.
- Make the dungeon a puzzle or mystery to figure out.
- Break through linear dungeon with feature that cuts through the whole thing (e.g. chasm or river).
- Why can't the PCs take unlimited rests? (e.g. deadline)