

# Cave, Explanation of:

A cave is a natural, or man/creature-made underground dwelling. If there are 3+ rooms/chambers to a cave, it is considered as a dungeon. If there are more than 21 rooms/chambers, it is classified as a Labyrinth.

Roll on the following chart for randomization:

%Roll: Structure type is structured:

01-70: This is merely a cave (no more than two rooms/chambers).

71-90: Created with 3+ rooms (considered as a dungeon).

91-00: Created with 21+ rooms (considered as a labyrinth).

1

G.M.: If this cavern is considered as a dungeon, you must develop 3+ chambers yet no more than 21, linked into one underground structure. The first thing to do when creating a Dungeon is to determine the original purpose of its existence.

If this cavern is considered as a labyrinth, you must develop 21+ chambers linked into one underground structure. This can be done easily with a little daydreaming. As soon as you have dreamed up a reason for its existence, then you must create rooms and chambers for it. Use graph-paper to make the job easier if you need to.

2

A dungeon or labyrinth takes time to create, so create one or more of each and set them aside for future use.