

# Dungeon, Explanation of:

A dungeon is considered as any subterranean (underground) structure that has 3-20 rooms or chambers. Anything over 20 chambers is a labyrinth.

G.M.:

When you create a Dungeon, you must develop 3+ chambers yet no more than 20, linked into one underground structure.

The first thing to do when creating a Dungeon is to determine the original purpose of its existence.

Use graph-paper to make the job easier if you need to. A dungeon takes about half an hour to create, so create one and set it aside for future use.