

# Dungeon Rooms

This document contains content for creating interesting, consistent, and flavorful dungeon rooms. It is designed to work with Dungeon Essentials, Dungeon Themes, and Dungeon Campaign supplements.

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## Standard Rooms

Standard rooms are “standard” in that their focus is not dominated by a specific archetype. Attention to sub-archetypes tends to be more peripheral, providing a supporting role to the adventure as opposed to being a significant plot point.

### Room Archetype

Room Archetype	Description
Combat	A straightforward combat challenge. May be difficult, but isn’t a complex environment like Arena Rooms.
Peaceful, Entertaining	Poses no significant challenges. Has an interesting scene, habitat, or story, but is not essential to the plot.
Peaceful, Safe Zone	Poses no significant challenges. Provides opportunities for recovery, downtime, or passive benefits.
Puzzle	Contains puzzles. Requires logic and pattern recognition to solve in the traditional manner.
Questing Support	Provides a supporting role in an overall quest: an important key, a quest item, useful information, etc.
Stunts	Requires athletic skill or physical finesse to overcome its primary challenge.
Traps, Obvious	Room is trapped in an obvious manner.
Traps, Concealed	Room has traps that are not immediately obvious without appropriate review.

### Notable Features

Notable features are additional things that are important to the scene. Multiple features will add to the complexity of the room.

Notable Feature	Description
Collapsed Section	An area that was once constructed has collapsed or is in partial ruins.
Corner Room	The room wraps around a corner, obstructing view from certain sections.
Key, Passage	Room contains a key that is used somewhere in the dungeon for passage.
Key, Treasure	Room contains a key that can be used to retrieve treasure somewhere in the dungeon.
Secret Lever	There is a secret lever or toggle within the room, which unlock passage, secrets, or treasure.
Secret Platform	There is a secret ledge or platform within the room.
Secret Route	There is a secret route within the room.
Secret Treasure	There is a secret treasure somewhere in the room.
Side Room, Hidden	A secret side room that had steps taken to conceal its presence.
Side Room, Lair	Room contains a monster lair within it, or a small area where creatures reside.
Side Room, Resting	A side room that can serve as a defensive position, outpost, or resting point.
Side Room, Ruins	A side room that is abandoned, ruined, or otherwise non-functioning.

Side Room, Supplies	A side room that has some form of usable equipment, supplies, or treasure within it.
Side Quest	Room contains an optional side-quest or challenge with the potential for reward.
Tiered Room	There is a ledge, balcony, or higher level above the main level of this room.
Wall Illusion	There is a hidden passage within the room, but it is concealed by an illusory wall.
Warded	Room contains a magical ward that prevents or reduces the impact of a certain archetype of magic.
Winding Room	Room contains a winding passage, obstructing view from many angles.
Visible Lever	Room contains an obvious lever, button, or toggle. May unlock passage, secrets, or treasure.
Visible Route	There is a visible staircase, ladder, pulley, walkway, or other significant route to a new room.
Visible Treasure	Room contains an obvious chest or treasure, such as on a separated platform or ledge.

## Challenge Archetypes

Room challenges represents the foundational problems that needs to be addressed when confronting the room. Many rooms choose to focus on a single challenge archetype, but multiple are allowed.

Challenges	Description
Barrier, Athletic	Contains barriers or obstacles that require athletic maneuvering to bypass.
Barrier, Barred	Contains a barred passage. Can see through it, but requires destruction to bypass.
Barrier, Gated	Contains a gated passage. Requires a lever (possibly inaccessible) or destruction to bypass.
Barrier, Heavy	Contains a large object, boulder, mass of debris, or other heavy blockage to further passage.
Barrier, Hurdle	Contains fences, limited barriers, small obstructions, or other hurdles that make passage inconvenient.
Barrier, Locked	Contains a barrier that is locked. Requires infiltration, destruction, key, or lever to bypass.
Clouded Perception	Room is filled with gas, mist, fog, dust, thick snow, or enchantments that cloud perceptions.
Discomfort, Air	Room's air may cause wheezing, coughing, eye soreness or dryness, etc.
Discomfort, Cold	Room is uncomfortably cold. May be snowy, icy, frosted, magically chilled, etc.
Discomfort, Heat	Room is uncomfortably hot. May be near sources of fire, lava, heat enchantments, etc.
Enchanted, Darkness	Room is magically darkened, reducing the effectiveness and range of lighting and visibility.
Enchanted, Disruptive	Contains enchantments that disrupt the user's physical speed, mobility, athletics, or energy.
Enchanted, Physics	Room has enchantments that alter local physics, often relating to gravity in isolated sections.
Falling Objects	Room contains loose rocks or debris that might fall from above.
Illusions, Monsters	There are illusory monsters or creatures that may distract or surprise victims.
Illusions, Platforms	There are illusory platforms, ledges, or bridges present.
Illusions, Ropes	There are illusory ropes, vines, hooks, or other crossing mechanisms.
Illusions, Surfaces	There are surfaces that appear to be one thing, but are actually another, or don't exist at all.
Surface, Hot	Surfaces are hot, potentially capable of burning or overheating on contact.
Surface, Instability	Surfaces are covered with inconsistent rocks, loose materials, or are otherwise prone to instability.
Surface, Painful	Random or scattered surfaces can inflict pain on contact, such as sharp edges and bumps.
Surface, Slippery	Surfaces are layered in ice, slime, or low-friction materials that may increase danger of falling.
Surface, Sloped	Surfaces are at high angles, making terrain navigation difficult.
Surface, Slowing	Surfaces are gooey, sticky, or otherwise covered in material that slows progress.
Traps, Arrows	Contains arrow holes that fire arrows or bolts, possibly from contact on a platform or tile.
Traps, Block Exits	Blocks the exit after a trap trigger has activated.
Traps, Drop	Contains a falling trap, such as well-concealed trap doors, false platforms, etc.

Traps, Grab + Drag	Contains traps that grapple the victim and pulls or drags them into danger.
Traps, Grapple	Contains traps that grapple the victim at inconvenient times.
Traps, Immobilizing	Contains traps that try to immobilize or restrict the user, such as webs and sticky materials.
Traps, Moving	Contains moving traps, such as saws passing along the floor.
Traps, Overhead	Contains traps that cause objects to fall from above.
Traps, Push	Contains traps that unexpectedly push or pull victims, forcing dangerous reactions.
Traps, Sharp	Contains blades, spikes, saws, or otherwise sharp traps that can inflict piercing damage.
Traps, Slammer	Contains a slamming or crushing trap, often activated by a trap trigger.
Traps, Swinging	Contains swinging or rotary attacks, such as hammers, blades, saws, etc.
Traps, Timed	Contains traps that act on timers: droppers, pushers, slammer, blades or spikes, swinging attacks, etc.
Wind, Gusting	Room causes gusts of wind that make athletic maneuvers more challenging.
Wind, Strong	Room has strong winds that complicate athletic maneuvers. May also cause sand storms, dust, etc.

## Monster Groups

Not all rooms contain monster groups, or necessarily any monsters at all. Some rooms have challenge archetypes that are already sufficiently complicated.

Monsters	Description
Monsters, Boss	Room contains a dangerous boss monster that is well-suited to this room's design.
Monsters, Fast	Room contains monsters that focus on speed for their movement and attacks.
Monsters, Flying	Room contains flying monsters.
Monsters, Guards	Room contains monsters that remain in one place and guard unless attacked from range.
Monsters, Grapple	Room contains monsters that will attempt to grapple and pull their victims.
Monsters, Maneuver	Room contains monsters that can climb and maneuver easily, such as large spiders.
Monsters, Mini-Boss	Room contains a mini-boss that is well-suited to this room's design.
Monsters, Minions	Room contains minions that reflect the nature of a boss that exists elsewhere in the dungeon.
Monsters, Push	Room contains monsters that attempt to shove their victims into precarious or deadly situations.
Monsters, Ranged	Room contains monsters that will attack from a range, complicating movement.
Monsters, Swarming	Room contains swarming monsters; tend to be much smaller, but react in large groups.

## Final Touches

Final Touches	Description
Corpses, Adventurers	There are adventurer's corpses in the room, likely still in possession of the equipment they died in.
Corpses, Creatures	There are instances of piles bones of creatures, monsters, beasts, etc.
Creatures, Critters	Room contains lots of critters and their lairs: bugs, insects, spiders, roaches, etc.
Creatures, Wild	Room contains a notable number of wildlife, small beasts, or other animals.
Decor, Beauty	A particularly beautiful, impressive, or inspiring room of beautiful decorations.
Decor, Blood Trails	There are trails of blood leading into certain areas of the room.
Decor, Decay	The room's appearance has decayed over time into a state of disrepair.
Decor, Insight	A decoration or feature that may offer insight, lore, history, or useful information to the observer.
Decor, Overgrown	Room contains overgrown or wild expansion of vegetation and animal presence.

Equipment	Room contains equipment or supplies, some of which are in working order.
Light, Magical	There is magically available light present: direct sources, glowing runes, ambient light, etc.
Light, Natural	There are natural sources of light: visible sky, lit lanterns and torches, active campfires, etc.
Scattered Debris	Room contains lots of scattered debris: loose rocks, bones, heavy stones, rusted supplies, etc.
Sensory, Damp	Room is moist or damp. May also be misty, foggy, steamy, or frosted.
Sensory, Odor	Room contains an unpleasant odor: rotting, decay, monster breath, manure, etc.
Sensory, Smell	Room contains a neutral or pleasant smell: algae on water,
Sound, Monsters	Monsters make particularly noisy or vocal sounds: shuffling, flapping, growling, roaring, etc.
Sound, Passive	Room is filled with creaking, rattling, wind, scurrying, background mechanical noises, etc.
Sound, Traps	Room's traps are particularly noisy: gears turning, wood creaking, arrows firing, etc.
Statue, Animated	An enchanted statue that can come to life. May or may not be hostile.
Statue, Decoration	A decorative statue of the area.
Statue, Lever	Statue has a lever on it that will activate a trap, door, or other source. The lever is often hidden or discrete.
Statue, Observer	Statue is enchanted. Can observe the scene and react: call out with voice, trigger enchantment or trap, etc.
Statue, Relay	Statue is enchanted so that others can perceive through it from other enchanted locations or artifacts.
Visual, Eyes	Monster's eyes glow, making them stand out in darkness or shadows.

# Pit Rooms

Pit Rooms have all of the features of Standard Rooms, as well as additional unique features.

Pit Rooms contain a pit that is dangerous or potentially lethal to any adventurers that fall down it. The pit generally has a crossing mechanic (such as a bridge) that allows someone to pass by normal means.

## Pit Contents

Pit Contents	Description
Ground, Deadly	Pit has a long and hard fall that would kill most victims.
Ground, Survivable	Pit has a painful, damaging, and dangerous fall, but is survivable by most standards.
Hazard, Acid	Pit contains pools of hazardous materials, such as acid or other dangerous liquids.
Hazard, Fire	Pit contains fires, extreme heat, smoke, burning surfaces, lava, etc.
Hazard, Frost	Pit contains extreme cold and frost conditions, likely fueled by enchantments.
Hazard, Poison	Pit contains poison spores, poisoned vines or vegetation, poison gas, poisonous enchantments, etc.
Hazard, Slime	Pit contains slime that makes it difficult to move, climb, or maneuver.
Hazard, Spikes	Pit contains spikes, sharp objects, or other piercing instruments to wound its victims.
Hazard, Toxic	Pit contains toxic gases, toxic fumes, radiation, or other dangerous contaminants.
Illusions, Environment	Pit contains illusions of an environment that isn't accurate.
Illusions, Hazards	Pit contains illusions of hazards, but may be much less dangerous than perceived.
Illusions, Monsters	Pit contains illusions of monsters.
Illusions, Platforms	Pit contains illusions of platforms that may appear safe to land on.
Illusions, Treasure	Pit contains illusions of treasures and wealth.
Monsters, Boss	Pit contains a very dangerous boss monster. May attack victims above if it becomes aware.
Monsters, Climbing	Pit has monsters that can climb the pit's sides, and may react to anyone entering the room.

Monsters, Dislodging	Monsters that shove, knock back, collide into, or otherwise dislodge victims into deadly situations.
Monsters, Flying	Pit contains flying monsters. May attack victims above if they become aware.
Monsters, Grapple	Pit contains monsters that grab, grapple, and try to pull victims down.
Monsters, Lurking	Pit has monsters that will await the fall of any victim that plunges into its depths.
Monsters, Poison	Pit contains a variety of venomous and poisonous creatures.
Monsters, Ranged	Pit contains monsters that will attack those above them.
Monsters, Swarming	Pit contains swarming monsters; tend to be much smaller, but react in large groups.
Room, Accessible	Pit contains another dungeon room, accessible by a passage such as a staircase, ladder, etc.
Routes, Climbing	Pit contains climbing routes that can be scaled by sufficiently talented climbers.
Routes, Jumping	Pit contains platform routes that talented athletes could use to reach the upper floor.
Routes, Rope	Pit contains ropes or similar climbing options that can be used to reach the upper floor.
Routes, Secret	Pit contains secret routes or passages, secret platforms, additional hidden ledges, etc.
Treasure	Pit contains treasures or wealth. May be trapped, difficult to access or perceive, guarded, etc.
Water, Dangerous	Pit contains dangerous waters: swirling, tidal pulls, stormy waters, etc.
Water, Deep	Pit contains deep water. Swimmers could safely land in it.
Water, Drowning	Pit contains water with enchantments that will attempt to drown the victim.
Water, Monsters	Pit contains water filled with sea monsters. May vary in threat level.
Water, Shallow	Pit contains shallow water. Landing in it would be nearly as bad as solid ground.
Water, Swamp	Pit contains a swamp: algae, lilies, fish, etc. Swamp monsters may reside here.

## Crossing Mechanic

A crossing mechanic is the intended method that an adventurer is meant to use to reach the other side of the pit.

Cross Mechanic	Description
Bridge, Balance	A very narrow bridge that requires balance to cross the pit.
Bridge, Narrow	A narrow bridge that may only allow one adventurer to cross the pit at a time.
Bridge, Partial	A usable bridge crosses the pit, but it's incomplete or patchy, requiring athletic maneuvers to utilize.
Bridge, Rope	A rope bridge extends across the pit, which may require slow and arduous crossing.
Bridge, Safe	A sturdy, safe bridge leads across the pit: stone, wood, etc.
Bridge, Unsteady	A usable, but unsteady bridge leads across the pit; rope bridge, patchy wooden bridge, etc.
Jump, Natural	The pit can be crossed with natural feats; may be easy or difficult, but it's possible.
Jump, Unnatural	The pit requires an unnaturally large leap or athletics maneuver to cross.
Ledge, Narrow	A narrow ledge leads around the sides of the pit.
Ledge, Partial	A patchy, partial ledge leads around the sides of the pit. May require talented athletics to cross.
Ledge, Wide	A wide ledge leads around the sides of the pit.
Magic, Athletics	Adventurers receive athletic or physical powers that will augment their ability to leap across.
Magic, Jump Pads	A set of magical pads grants elevated or supernatural jumping capacities.
Magic, Timed	Magical paths or platforms are provided, but their mechanics changed based on timers.
Magic, Toggles	A magical path exists to cross, but there is a mechanic to toggle it: timer, levers, puzzle, etc.
Path, Center	A path runs roughly through the center of the room, over the pit.
Path, Split	Two or more paths split, leading across the room over the pit.
Pit Route	There is a visible staircase, ladder, pulley, walkway, or other significant route to the pit.

Planks, Placed	Planks have been placed between platforms, allowing adventurers to cross.
Planks, Unplaced	Planks are available that could be placed across platforms, but aren't currently in place.
Platforms, Broken	There are platforms or bridges that were meant to be used, but have broken down from time.
Platforms, Sturdy	Platforms are dispersed through the room that adventurers can jump between to cross the pit.
Platforms, Moving	There are platforms used for crossing, but they're actively moving; mechanically, magically, etc.
Platforms, Unsteady	Platforms are dispersed through the room to jump across, but some are unsteady or patchy.
Pulley System	There is a pulley system in the room that is fully or partially functional.
Rope Swings	A set of rope swings (or similar mechanics, like vines) leads across the room to allow crossing.
Unusual, Cannon	A cannon or catapult allows adventurers to launch themselves across the pit.

# Arenas

Arenas are rooms that, despite their intended purpose, are complex environment that allow for tactical combat decisions. They are typically provided for the purposes of combat challenges against the adventurers. They can utilize all of the features available in Standard Rooms or Pit Rooms, but also have additional unique options.

## Alternate Floors

Arena layouts are very important, as they affect maneuverability and strategic decision-making. Arenas may contain lower floors such as pits, basements, trenches, fortifications, new rooms, and so forth.

When dealing with alternate floors, “exposure” refers to the spacial openness between the two floors. For example, a full-room pit is fully exposed because you can see the entire pit from above; whereas a basement may be enclosed and only have access through a staircase. When there is exposure, the crossing mechanics from “Pit Room” may be applicable (to apply bridges, ledges, platforms, etc).

Lower Floor(s)	Description
No Lower Level	There is no lower level in this arena; just a main floor.
Floor, Enclosed	A lower floor exists, but it is not directly exposed to the main floor.
Floor, Exposed	A lower floor is fully open and exposed to the main floor. May use crossing mechanics.
Floor, Partial	A lower floor is partially exposed to the main floor, or in multiple places. May use crossing mechanics.
Pit, Full	The entire arena is a pit room. Apply “Pit Room” contents and crossing mechanics.
Pit, Multiple	Multiple pits are dispersed around the room. Apply “Pit Room” contents and crossing mechanics to each.
Pit, Partial	A partial section of the arena has a pit. Apply “Pit Room” contents and crossing mechanics.

Higher Floor(s)	Description
No Higher Level	There is no higher ground in this arena; just a main floor.
High Ceiling	Many arenas have high ceilings, giving good opportunities for ranged combat.
High Ground	Areas that are still part of the room, but elevated; provide opportunities for ranged attacks.
Floor, Exposed	The arena has an exposed higher floor. May have balconies, bridges, or other pathways above.
Floor, Partial	The arena reveals a higher floor, but much of it is enclosed, fortified, or otherwise inaccessible from here.

## Tactical Obstacles

Tactical Obstacles	Description
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Barriers	Walls, fences, bars, boulders, rubble, furniture, wagons, etc.
Flammable Material	Cloth, oil, tarps, wool, barrels, wooden supplies, crates of supplies, etc.
Fortifications	Bunkers, towers, barbed or spiked fences, etc.
One-Way Attacks	Arrow holes, spear holes, ceiling vent or bars (such as for boiling oil), etc.
Routes, Makeshift	Routes that require athletic finesse: chandelier, tipped bookshelf or column, rolling wagon, etc.
Routes, Obvious	Useful routes and paths between significant sections of the arena.
Switches	Levers, toggles, and other switches that change something in the scene.
Trap, Activated	A trap that needs to be activated intentionally; spike trap, crusher, trap door, etc.
Vulnerable Spots	Sections of the room that are susceptible to ranged attacks, attacks from above or sides, etc.

# Passages

Passages refer to doorways, tunnels, gates, staircases, ladders, elevators, halls, or any other type of passage that exists between rooms or floors.

When making passages, take into consideration what should (or shouldn’t) be passing through them: people, supplies and equipment, large wagons, horses or mounted creatures, beasts, etc. How long should these passages be open, do fortifications belong here, and what limitations should be considered?

## Doorways

Passages	Description
Barred	A doorway that is barred from the other side. May be difficult to infiltrate, but possible to break down.
Blocked Passage	A doorway that’s been obstructed by something: boulders, collapsed tunnel, etc.
Concealed	The doorway is concealed by design, by nature (such as vegetation overhang), illusion, etc.
Confined	A very small doorway, forcing many users to crawl through. May not be intended for larger sizes.
Enchanted	Though rare, doorways may be enchanted to possess remarkable alterations.
Gate	A gate, often with metal bars using a pulley system. Usually very difficult to damage or destroy.
Hallway	A passage between rooms; usually straight. May have additional passages that lead to other rooms.
Locked	A locked door. Requires a key or infiltration to bypass.
Mechanical	A door that requires mechanical leverage to open.
One-Way	The door opens from one direction, but not the other.
Open	An open doorway, archway, or unobstructed pathway joining two rooms.
Rotating	The door, wall, or fixture (such as a bookcase) rotates. May only rotate in one direction. Often concealed.
Sliding	The door, wall, or fixture (such as a bookcase) slides back and forth. May be a concealing mechanism.
Trapped	Despite common belief, doorways are rarely trapped due to their frequency of use.
Tunnel	A passage between rooms; tends to be less refined, winding, etc. Monsters often create these.

## Stairways

Stairway Options	Description
Broken Down	Stairway has come to ruin over many years (or intentional destruction), and may be difficult to navigate.
Ledge Staircase	A staircase on the side of a wall. Some are narrow, hard to maneuver across.

Makeshift Stairway	An unusual stairway, such as a column or pole leaned at angle, crashed against a balcony.
Multiple Stories	Stairway continues for multiple floors, likely with passages available at each floor.
Platform Stairs	A set of platforms laid out in a way that enables a makeshift staircase.
Ramp	Stairway is just a ramp or a slope; it has no individual steps. Also useful for carts, horses, etc.
Stepping Stairs	A set of individual steps, such as stepping stones or small columns, leading in a staircase pattern.
Trapped	Traps are extremely rare on staircases due to their frequency of use, but can also be very effective.
Unique Structure	Stairway may be circular, narrow, wide, low grade, steep, winding, etc.

## Ascending & Descending

Ascending Options	Description
Climbing Holds	A wall with handholds, allowing the floor to be scaled by climbing.
Elevator, Enchanted	An elevator that possesses enchantments or materials that allows it to be self-propelled.
Elevator, Mechanical	A mechanical elevator; may require a mechanical wheel to be rotated.
Elevator, Pulley	A pulley system rigged together that pulls up a full elevator.
Jump Pads	A jump pad or platform that assists with elevation. May be fast, convenient, or intentionally difficult.
Ladder, Broken	A ladder that may have some or many broken rungs.
Ladder	A ladder that leads up (or down) to the respective next level.
Pulley System	Allows users to pull themselves up through hooks and ropes. Generally quite slow.
Rope	A rope (or vine, or similar mechanism) that can be climbed up and down.

## Strictly Descending

Descending Options	Description
Down-Platforms	A set of platforms that are easy enough to jump down, but may not be designed to get back up.
Shoot	A shoot or slide that allows moving downward quickly, but is generally not intended to go up.
Shoot, One-Way	A shoot or slide that is very fast downward, and specifically intends to prevent any movement upward.
Shoot, Trapped	A shoot that uses traps (such as pressure plates) to force victims to fall through it.
Trap Doors	A trap door; generally leads directly downward if a victim triggers it.

## Pathway

Cross Mechanic	Description
Bridge	A standard bridge: narrow, wide, stone, wood, rope, etc.
Bridge, Unsafe	An unsafe bridge: unsteady, patchy, broken sections, narrow with no guardrails,
Drawbridge	A bridge that can be withdrawn.
Pathway	A pathway, route, or walkway across a pit. May be a ledge, a wide path, planks, etc. See Pit Rooms.
Platforms	A set of platforms that leads across a chasm or pit. See Pit Rooms.
Steps	A set of individual steps, such as stepping stones or small columns.
Swings	A set of rope swings (or similar mechanics, like vines) that can be treated like a makeshift path.

## Methods of Passage



Not all passages are opened in a typical fashion. There are a large variety of possibilities, depending on the nature of the dungeon and who operates it.

Passage Method	Description
Answer	Passage requires answering a specific question. Question may change from time to time.
Answer, Riddle	Passage requires answering a riddle. Rare, but may be found in dungeons with peculiar beings.
Aurostone	Passage requires an aurostone that has been attuned to its symbol. Used in dungeons with strong magic.
Blood	Passage is enchanted, and will open when blood has been smeared or drained onto it.
Bribe, Discrete	Guards will accept a bribe to open the passage, but may not directly ask for it.
Bribe, Obvious	Guards makes it obvious that they'll open the passage if they're paid for it.
Bring Item	Passage requires you to bring a specific item, component, artifact, etc.
Clearance	Passage requires permission from someone with the authority to grant it.
Collapsed	Passage has been destroyed, and there is debris blocking it. The debris must be removed to continue.
Combination	Passage requires a specific combination of numbers, letters, or symbols.
Destroyed	Passage's door or gate has already been destroyed. Passage is possible, but may require maneuverability.
Gated, Accessible	Passage has a gate that can be opened by lever, pulley, etc. It's opening mechanism is accessible, which generally implies the passage is meant to defend against unintelligent creatures or monsters.
Gated, Inaccessible	Passage has a gate, but its opening mechanism is on the enclosed side. The most common form of gate.
Gesture	Passage is enchanted to open when a specific gesture is made. Common in dungeons with strong magic.
Identity	Passage requires you to identify yourself. Guardians will let you in once you have.
Locked, Key	Passage is locked and requires a key. May be possible to infiltrate.
Locked, Magic Key	Passage is locked and requires an enchanted key. Generally impossible to infiltrate without it.
Member	Passage requires you to be a member of a specific group, possess a specific marking or brand, etc.
Offering	Must bring an offering to gain passage. Attendants will have to judge if the offering is worthy or not.
Open	Passage has a door or gate, but is currently opened and unbarred.
Password, Enchanted	Passage opens when a magical phrase or command is spoken. Common in dungeons with strong magic.
Password, Instruction	There are guards that will open the passage for anyone that speaks the password.
Payment, Enchanted	Passage has an enchanted payment slot and will allow passage once the payment is accepted.
Payment, Natural	Guards or attendants will require the designated payment in order to open the passage for you.
Permission, Entity	Passage requires permission from a specific spirit, entity, or deity.
Proof, Contact	Must prove that you know someone within. Guards might attack if you fail to answer correctly.
Proof, Secrets	Must prove how you came to know of the dungeon by "legitimate" means. May be attacked if you fail.
Puzzle, Simple	Passage requires a simple puzzle to open, such as a tile game. Generally only exists in dungeons created by fey, extra-dimensional beings, or beings with a penchant for puzzle games.
Puzzle, Complex	Passage requires a complex puzzle to open. Very rare, and likely only exist in magical libraries, labyrinths, or dungeons with extra-dimensional presence.
Recognition	Passage requires recognition; either as an enchantment or the guards themselves. This can usually be faked by using the appropriate disguise magic, or with an extremely high-quality natural disguise.
Restriction, Trait	Passage is not allowed for those with specific traits: magic, racial traits, specific brands, etc.
Restriction, Weapons	Passage is not allowed unless weapons have been removed.
Sacrifice	Passage requires a sacrifice to be made. The sacrifice may have to be performed within view of the passage, or it may just require proof that it has been performed to the standards assigned.
Schedule	Passage is only available at specific times, dates, special events, etc. It may optionally allow one direction to be passable at all times.
Timed	Passage will be open for a given amount of time after something has been toggled, or will seal itself after a

	given amount of time since it was used.
Trait Required	Passage is enchanted or attended. Only those with the correct traits are allowed to pass, although they may be allowed to take allies. Traits may include things like race, specific magics, adornment in wealth, etc.
Quest	Passage is enchanted or operated by a deity. Users must complete a specific task or quest to pass.
Warded	Passage is magically warded against those who possess certain things or traits: specific forms of magic (e.g. fire magic, frost magic, etc), visible weapons, clothing that appears to signify wealth, etc.
Worthiness	Passage is enchanted or operated by a deity. It will only allow those it has deemed worthy to pass.