

BATTLEZOO ANCESTRIES

DUNGEONS

EXPANDED!



ROLL FOR 
COMBAT

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From the Archives of Aitheria Nyx Dungeons: When a Prison Becomes a Person

What is the self? Philosophers have asked that question for millennia. If they moved your mind and consciousness into a constructed body while your own body, with its animating vital force, remained alive with a new consciousness, which one is “you?” Which one retains your identity? Does the answer change based on the movement of the soul? Most scholars believe that you are a combination of body, mind, spirit, and life force all in one, so none of those combinations would precisely be “you,” in the same way that someone transformed into an undead often changes their behavior dramatically from their old life. Why am I asking you to think about these questions? Because I’d like to ease you into a difficult concept to understand. When we think of a self, we usually think of a body, like each of us has. But what if a building was conscious and had a conception of self? What about an entire dungeon complex?

Does the idea make you scoff? I assure you, this is a real phenomenon. There are numerous credible reports of extradimensional dungeons gaining sapience through a powerful magic core that allows them to send out a puppet body, or “avatar,” whose fate is linked to the dungeon’s own. If the core dies, the avatar dies, and vice versa. Whether you’re willing to believe me or not, just think for a moment about what that revelation would mean for your own conception of self. Does it change your mind or alter your instinctual definition? Real intelligent dungeons, each with a single unifying mind, life force, and soul.

How did they arise? It seems that the answer is different depending on the dungeon. I’ve managed to correspond with a dungeon’s avatar via messenger, and they told me all sorts of stories. For instance, some dungeons evolved sapience and a core together with the dying will of a powerful creature who perished inside, bearing a resemblance to the avatar who eventually emerged. Other dungeons are entirely new beings with their own personalities. But even then, they aren’t necessarily true *tabulae rasae*. Some components of the life forces of many creatures within the dungeon might have an influence on the new dungeon’s personality and form. There haven’t been enough sapient dungeons in existence to test or determine the truth, at least not that we know of.

I can’t ask you to trust me on this without evidence. All I can do is request that you keep an open mind. This isn’t a ruse, a trick, or a joke. The dungeons are awakening.

— Aitheria Nyx, Herald of the Space Element, Advocate of Monsters



Dungeon

*While originally synonymous with a jail or prison, the word **dungeon** has come to mean something altogether more dangerous and expansive. Ancient labyrinths filled with puzzles, traps, and monsters; mystical towers stretching into the sky above; cavern systems echoing with the sounds of distant danger—all of these and more are considered dungeons. A **dungeon** has come to mean just about any natural or artificial complex full of treasures and dangers. But to you, a **dungeon** means even more than that. A **dungeon** is also who you are.*

While most dungeons, no matter how magical, are nothing more than buildings or natural formations, some dungeons are special. Through a set of strange circumstances, sometimes a dungeon awakens to sentience, and then to full sapience, after gaining a life force and soul. This could have been something the dungeon gained on its own, as an aftereffect from either the spirit of the dungeon's builder, or vitae ("so-called nature spirits") or even eldemon for natural dungeons. Alternatively, it could have happened when the

dungeon's core, heart, or focal point absorbed the life force and spirit of an adventuring interloper or dungeon denizen. However a dungeon's awakening occurred, an awakened dungeon is a living, albeit unusual, creature with an enormous body shaped out of stone or other material, its arteries and veins made up of magical conduits or ley lines.

Of course, awakened dungeons can't get much done outside of their own environs if they leave it at that. So eventually, each awakened dungeon becomes

able to manifest an avatar; it's a rite of passage for awakened dungeons, similar to reaching adulthood for other creatures. This avatar is formed from the dungeon's core and appears to be a member of a humanoid species. At the same time, the awakened dungeon becomes extradimensional, if it wasn't already, inextricably linking access to the dungeon to the avatar's whims. A dungeon's avatar can even leave the dungeon and explore the world, much like any other character.

If you want to play a character who is also secretly (or overtly) a **dungeon** that only you, and the ones you choose, can enter, you should play a **dungeon**.





You Might...

- Be extremely interested in learning about the architectural styles and aesthetics of other dungeons, even blushing at times when you see an extremely beautifully designed dungeon.
- Treat even unawakened dungeons with great respect, glaring at comrades whose solution to a maze is to bash down the wall with an adamantite pickaxe. You never know if the dungeon will awaken later, and it's just good manners.
- At times seem distant and detached to others who are used to thinking as a single person, rather than an entire dungeon.

Others Probably...

- Don't realize that your avatar isn't just "you" without being reminded constantly.
- Are highly confused when you try to tell them that you are really a dungeon, even after an explanation.
- Appreciate the hidden mysteries you show them, once you trust them enough to let them in.

Names

Dungeons have three major tendencies when it comes to names. They typically either keep the name that others commonly called the dungeon before they awakened, give themselves a mighty and impressive-sounding dungeon name, or adopt a name more suited to their avatar's form. Dungeons sometimes have conflicting feelings about the names others had given them, especially if the name was dull (like the "Northern Cave") or heavily focused on something the dungeon doesn't care about, like being named based on the types of external invaders who had seized control of the dungeon's upper floors rather than the amazing architecture and traps that were actually part of the dungeon.

Sample Names

Acheron, Elysia, Hal, Gehenna, Portia, Steve, The Azure Depths, The Crystalline Caverns, The Great Sage Tree, The Twisting Labyrinth.

Dungeon Traits

Though their avatar can manifest in a variety of ways, your dungeon character has an assortment of abilities, many of which are shared by others of your kind.

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

Age. Determining an awakened dungeon's age depends on when one believes a dungeon is truly "born." If you mark the beginning of a dungeon's life from the date when its foundations were first laid, many dungeons are centuries or millennia old. On the other

hand, the avatar of even the most ancient dungeon might be only a few weeks old. In either case, awakened dungeons generally manifest avatars who appear to be fully grown members of their species—though they might appear to be young adults, venerable elders, or anywhere in between.

Alignment. Dungeons can be of any alignment, and their alignment is usually completely unrelated to the alignment of any monsters within the dungeon. If they obtained their life force and spirit from another creature, they often have an alignment similar to that creature. This is especially true if they unlock more of their previous self by clearing floors.

Size. Though an awakened dungeon's true self might encompass hundreds of thousands of square feet, their avatar appears to be a normal member of their species. Your size is your choice of Small or Medium.

Speed. Regardless of the speed of the avatar's apparent species, your base walking speed is 30 feet.

Darkvision. Whether or not your dungeon form is located underground, you can see as well as most subterranean creatures. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

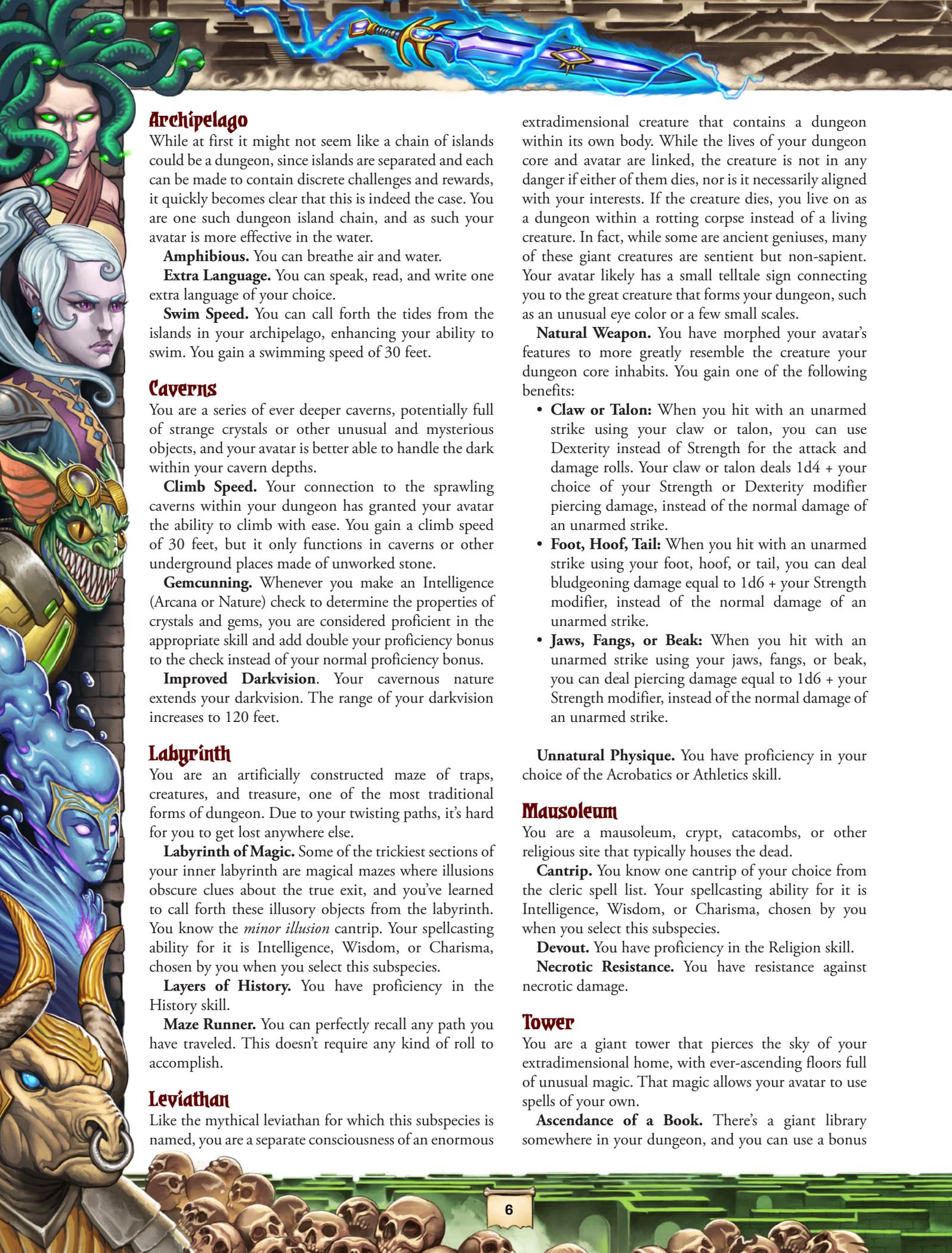
Avatar. While you are actually an awakened dungeon, you have manifested an avatar, a unique physical body that appears to be a member of a humanoid species. This avatar is formed of your dungeon core and imbued with your life force and spirit, causing it to be as real as anyone else's body. If your avatar dies, the dungeon as a sentient entity "dies." If the dungeon is entirely destroyed (which normally won't happen except in extreme circumstances), your avatar dies as well. Despite your avatar's appearance, you gain none of the species traits of your avatar's form. However, unless others have some reason to suspect you are not what you appear to be, they assume you are a normal member of that species, and you have advantage on Charisma (Deception) checks to conceal your true nature.

Enter the Dungeon. You and your allies can enter the extradimensional dungeon that is your true form, in a process that takes an hour, attempting to challenge one of the floors and gain special rewards. See The Dungeon Within on page 8.

Languages. You can speak, read, and write Common and one other language of your choice (usually this would be one language that is normally spoken by your avatar's species).

Subspecies. Dungeons manifest in all sorts of ways, rather than just the stereotypical underground building, and each form of dungeon has the possibility to awaken. Choose one of the following dungeon subspecies.





Archipelago

While at first it might not seem like a chain of islands could be a dungeon, since islands are separated and each can be made to contain discrete challenges and rewards, it quickly becomes clear that this is indeed the case. You are one such dungeon island chain, and as such your avatar is more effective in the water.

Amphibious. You can breathe air and water.

Extra Language. You can speak, read, and write one extra language of your choice.

Swim Speed. You can call forth the tides from the islands in your archipelago, enhancing your ability to swim. You gain a swimming speed of 30 feet.

Caverns

You are a series of ever deeper caverns, potentially full of strange crystals or other unusual and mysterious objects, and your avatar is better able to handle the dark within your cavern depths.

Climb Speed. Your connection to the sprawling caverns within your dungeon has granted your avatar the ability to climb with ease. You gain a climb speed of 30 feet, but it only functions in caverns or other underground places made of unworked stone.

Gemcunning. Whenever you make an Intelligence (Arcana or Nature) check to determine the properties of crystals and gems, you are considered proficient in the appropriate skill and add double your proficiency bonus to the check instead of your normal proficiency bonus.

Improved Darkvision. Your cavernous nature extends your darkvision. The range of your darkvision increases to 120 feet.

Labyrinth

You are an artificially constructed maze of traps, creatures, and treasure, one of the most traditional forms of dungeon. Due to your twisting paths, it's hard for you to get lost anywhere else.

Labyrinth of Magic. Some of the trickiest sections of your inner labyrinth are magical mazes where illusions obscure clues about the true exit, and you've learned to call forth these illusory objects from the labyrinth. You know the *minor illusion* cantrip. Your spellcasting ability for it is Intelligence, Wisdom, or Charisma, chosen by you when you select this subspecies.

Layers of History. You have proficiency in the History skill.

Maze Runner. You can perfectly recall any path you have traveled. This doesn't require any kind of roll to accomplish.

Leviathan

Like the mythical leviathan for which this subspecies is named, you are a separate consciousness of an enormous

extradimensional creature that contains a dungeon within its own body. While the lives of your dungeon core and avatar are linked, the creature is not in any danger if either of them dies, nor is it necessarily aligned with your interests. If the creature dies, you live on as a dungeon within a rotting corpse instead of a living creature. In fact, while some are ancient geniuses, many of these giant creatures are sentient but non-sapient. Your avatar likely has a small telltale sign connecting you to the great creature that forms your dungeon, such as an unusual eye color or a few small scales.

Natural Weapon. You have morphed your avatar's features to more greatly resemble the creature your dungeon core inhabits. You gain one of the following benefits:

- **Claw or Talon:** When you hit with an unarmed strike using your claw or talon, you can use Dexterity instead of Strength for the attack and damage rolls. Your claw or talon deals 1d4 + your choice of your Strength or Dexterity modifier piercing damage, instead of the normal damage of an unarmed strike.
- **Foot, Hoof, Tail:** When you hit with an unarmed strike using your foot, hoof, or tail, you can deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the normal damage of an unarmed strike.
- **Jaws, Fangs, or Beak:** When you hit with an unarmed strike using your jaws, fangs, or beak, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the normal damage of an unarmed strike.

Unnatural Physique. You have proficiency in your choice of the Acrobatics or Athletics skill.

Mausoleum

You are a mausoleum, crypt, catacombs, or other religious site that typically houses the dead.

Cantrip. You know one cantrip of your choice from the cleric spell list. Your spellcasting ability for it is Intelligence, Wisdom, or Charisma, chosen by you when you select this subspecies.

Devout. You have proficiency in the Religion skill.

Necrotic Resistance. You have resistance against necrotic damage.

Tower

You are a giant tower that pierces the sky of your extradimensional home, with ever-ascending floors full of unusual magic. That magic allows your avatar to use spells of your own.

Ascendance of a Book. There's a giant library somewhere in your dungeon, and you can use a bonus



action to magically call forth a tome from the library, causing it to temporarily cross dimensions into your hand. Depending on the book's subject, you gain advantage on the next Intelligence (Arcana, History, Nature, or Religion) check you make before the end of your turn. The tome returns to the library at the end of your turn. Once you have used this ability, you must finish a long rest before you can do so again.

Cantrip. You know one cantrip of your choice from the wizard spell list. Your spellcasting ability for it is Intelligence, Wisdom, or Charisma, chosen by you when you select this subspecies.

Studious. You have proficiency in your choice of the Arcana, History, Nature, or Religion skill.

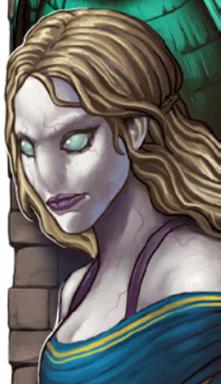
Tree

You are an enormous tree, which creatures can enter to explore a dungeon with numerous floors within the towering roots, trunk, and branches. As you are a giant tree, you have a tall and sturdy build, and you can speak with other plants to a limited extent.

Nature's Child. You have proficiency in the Nature skill.

Speak with Plants. Through sounds and gestures, you can communicate simple ideas with plants, and you have advantage on Charisma ability checks you make to influence them.

Tree Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.





Physical Description

Dungeon avatars look like normal members of the species they appear to be, though there is always an unusual feature or two that gives a hint as to the true nature of the dungeon within. As to the dungeons themselves, their physical appearances vary dramatically between heritages, and even within the same heritage from dungeon to dungeon. No two are alike. Dungeons as physical edifices don't have the same senses as other creatures, and they don't have the ability to move themselves except via their avatars. In this way, dungeons can still be surprised by their own contents, and most categories of dungeons don't have a good sense of what they contain until they conquer each floor.

The Dungeon Within

An awakened dungeon is composed of several progressively more challenging layers, which are called "floors" even if they aren't arranged as floors in a traditional sense (such as an archipelago dungeon, where they are islands). In order to complete the dungeon, an adventurer completes each of the floors in order, earning rewards as they do so. For most awakened dungeons, the floors are reflective of some aspect of the dungeon's inner self, soul, hidden past, or some other secret. Whether the dungeon manifested a personality first and the floors changed to suit their inner self, or their inner selves were shaped by the floors, is a question as difficult to determine as the chicken and the egg.





An awakened dungeon can send their avatar in and out of their own extradimensional dungeon in order to challenge a floor of the dungeon through a process that takes an hour of concentration. They can additionally bring along allies, as long as they are all holding hands or otherwise physically connected in a circle throughout the process. It's always possible to leave the dungeon this way, but the ability to enter is much more limited. Normally, a dungeon and its allies can only enter the dungeon to challenge one of the floors from a safe, stable location after a full day of rest. The GM might determine that the dungeon's avatar is able to enter the dungeon under other circumstances as well. After spending an hour without making further progress on the floor, the dungeon's group automatically retreats and leaves the dungeon. They also leave the dungeon after clearing a dungeon floor. When this happens, an awakened dungeon and any allies they brought are sent back to the same spot where they entered the dungeon. Additionally, if the dungeon's avatar dies, the dungeon loses all consciousness, and it ejects any remaining allies, as well as the avatar's corpse, back to the Material Plane.

A dungeon's denizens at first bear no loyalty to the dungeon's avatar, and so challenging a floor is dangerous even to the dungeon's own adventuring party. However, after clearing a floor, it's sometimes possible to take control of that floor (see the feats on page 14 for more options, especially the Overlord feat).

Society

Sapient dungeons are exceptionally rare, and many never realize that their circumstances aren't unique. That said, there are still a variety of societal and psychological tendencies in dungeons that fall into one of seven categories. These categories are relevant even to dungeons without peers because dungeons, unlike other characters, have not only the possibility of an external society but also an internal society within the dungeon itself. Each of these categories of dungeons has information on their personalities and societal implications, as well as a section on the *Dungeon Within* that provides tips for the GM on potential ways to construct the inner dungeons for PC dungeons of that category.

The following are seven of the most well-known dungeon categories. Three of the categories—enthusiasts, museums, and overlords—are presented as backgrounds that players can choose during character creation. The four remaining categories—fragments, psyches, quandaries, and soul prisons—are described afterwards.

Dungeon Backgrounds

The following backgrounds are particularly well

Dungeon Adventurers

Dungeons are likely to be pretty much any class, but the way they like to collect all sorts of things fits well with the rogue class, and they appreciate the way rangers and wizards can lay down traps or send out creatures to fight for them. Dungeons tend to have really unusual backgrounds, given that they are literally dungeons. That said, many dungeons after having finally manifested their avatar spend some time learning about their avatar and the world around them in a way that serves as a more mundane background such as sage (for those who study about themselves) or entertainer, guild artisan, or sailor (for those who prefer to learn by doing).

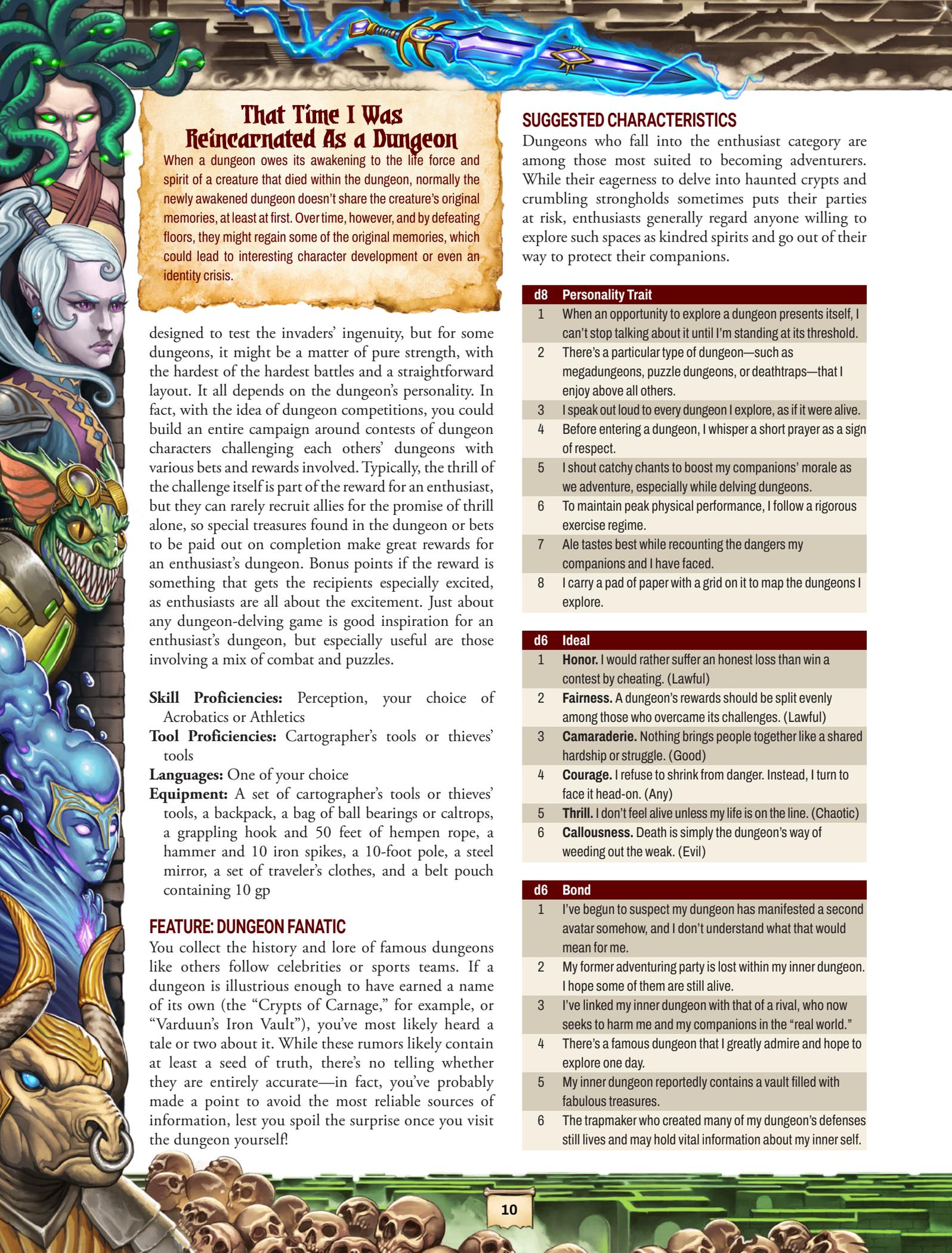
sued to dungeon characters. If your character shares a particular affinity for dungeon culture, they can choose one of these backgrounds, even if they are not a dungeon themselves.

Enthusiasts

No other categories of dungeons are quite as excited about the sheer thrill of creating dungeon challenges and then overcoming them creatively as enthusiasts, or dungeons who are into the idea of dungeon delving as some kind of extreme sport. Enthusiast PCs have an unusual interaction with their inner dungeon, as they seek to overcome the challenges fairly through skill and wit, but they can't do that if they know what's coming. Thus, enthusiasts tend to sometimes form a binary dungeon core, where the PC core is a separated part of the dungeon's sapience designed to test the challenges, while the dungeon has a corresponding second core that creates the challenges. Enthusiasts are also some of the only dungeons to network with other dungeons, so sometimes the true situation is a little different for them than it is for other dungeon characters: an enthusiast might challenge another dungeon to a "dungeon competition," wherein they perform a ritual linking their dungeons such that each of them can enter the other's dungeon with their adventuring party, instead of their own dungeon. That would mean that the dungeon accessible via the dungeon within is actually their friend's dungeon, and it might establish a rivalry wherein they try to defeat that dungeon before their friend defeats theirs. Enthusiasts can be of any alignment, though they're slightly more likely to be chaotic than they are to be lawful, due to their boundless enthusiasm for dungeon delving.

The Dungeon Within: As a GM, the first step for an enthusiast dungeon is to decide whether the dungeon was designed by another core from the PC dungeon's own dungeon or a friend or rival dungeon that challenged each other via a ritual. Either way, the dungeon is sure to have challenges. Often these are especially tricky traps, mazes, and other gimmicks





That Time I Was Reincarnated As a Dungeon

When a dungeon owes its awakening to the life force and spirit of a creature that died within the dungeon, normally the newly awakened dungeon doesn't share the creature's original memories, at least at first. Over time, however, and by defeating floors, they might regain some of the original memories, which could lead to interesting character development or even an identity crisis.

designed to test the invaders' ingenuity, but for some dungeons, it might be a matter of pure strength, with the hardest of the hardest battles and a straightforward layout. It all depends on the dungeon's personality. In fact, with the idea of dungeon competitions, you could build an entire campaign around contests of dungeon characters challenging each others' dungeons with various bets and rewards involved. Typically, the thrill of the challenge itself is part of the reward for an enthusiast, but they can rarely recruit allies for the promise of thrill alone, so special treasures found in the dungeon or bets to be paid out on completion make great rewards for an enthusiast's dungeon. Bonus points if the reward is something that gets the recipients especially excited, as enthusiasts are all about the excitement. Just about any dungeon-delving game is good inspiration for an enthusiast's dungeon, but especially useful are those involving a mix of combat and puzzles.

Skill Proficiencies: Perception, your choice of Acrobatics or Athletics

Tool Proficiencies: Cartographer's tools or thieves' tools

Languages: One of your choice

Equipment: A set of cartographer's tools or thieves' tools, a backpack, a bag of ball bearings or caltrops, a grappling hook and 50 feet of hempen rope, a hammer and 10 iron spikes, a 10-foot pole, a steel mirror, a set of traveler's clothes, and a belt pouch containing 10 gp

FEATURE: DUNGEON FANATIC

You collect the history and lore of famous dungeons like others follow celebrities or sports teams. If a dungeon is illustrious enough to have earned a name of its own (the "Crypts of Carnage," for example, or "Varduun's Iron Vault"), you've most likely heard a tale or two about it. While these rumors likely contain at least a seed of truth, there's no telling whether they are entirely accurate—in fact, you've probably made a point to avoid the most reliable sources of information, lest you spoil the surprise once you visit the dungeon yourself!

SUGGESTED CHARACTERISTICS

Dungeons who fall into the enthusiast category are among those most suited to becoming adventurers. While their eagerness to delve into haunted crypts and crumbling strongholds sometimes puts their parties at risk, enthusiasts generally regard anyone willing to explore such spaces as kindred spirits and go out of their way to protect their companions.

d8 Personality Trait

- 1 When an opportunity to explore a dungeon presents itself, I can't stop talking about it until I'm standing at its threshold.
- 2 There's a particular type of dungeon—such as megadungeons, puzzle dungeons, or deathtraps—that I enjoy above all others.
- 3 I speak out loud to every dungeon I explore, as if it were alive.
- 4 Before entering a dungeon, I whisper a short prayer as a sign of respect.
- 5 I shout catchy chants to boost my companions' morale as we adventure, especially while delving dungeons.
- 6 To maintain peak physical performance, I follow a rigorous exercise regime.
- 7 Ale tastes best while recounting the dangers my companions and I have faced.
- 8 I carry a pad of paper with a grid on it to map the dungeons I explore.

d6 Ideal

- 1 **Honor.** I would rather suffer an honest loss than win a contest by cheating. (Lawful)
- 2 **Fairness.** A dungeon's rewards should be split evenly among those who overcame its challenges. (Lawful)
- 3 **Camaraderie.** Nothing brings people together like a shared hardship or struggle. (Good)
- 4 **Courage.** I refuse to shrink from danger. Instead, I turn to face it head-on. (Any)
- 5 **Thrill.** I don't feel alive unless my life is on the line. (Chaotic)
- 6 **Callousness.** Death is simply the dungeon's way of weeding out the weak. (Evil)

d6 Bond

- 1 I've begun to suspect my dungeon has manifested a second avatar somehow, and I don't understand what that would mean for me.
- 2 My former adventuring party is lost within my inner dungeon. I hope some of them are still alive.
- 3 I've linked my inner dungeon with that of a rival, who now seeks to harm me and my companions in the "real world."
- 4 There's a famous dungeon that I greatly admire and hope to explore one day.
- 5 My inner dungeon reportedly contains a vault filled with fabulous treasures.
- 6 The trapmaker who created many of my dungeon's defenses still lives and may hold vital information about my inner self.



d6 Flaw

- 1 It's "cheating" to retreat from a dungeon to rest or recover resources.
- 2 I'm a bit of a know-it-all, always pointing out to my companions how best to overcome a challenge.
- 3 Periods of downtime make me irritable. I'm only happy when I'm exploring a dungeon.
- 4 I see everything as a competition and love wagering on the outcomes.
- 5 I'm an easy mark for dungeon-delving gadgets like new-fangled lock picks or extendable ten-foot poles.
- 6 I'll go to any lengths to win. All's fair in the dungeon.

Museums

Museum dungeons are collectors, gathering all sorts of strange treasures and curios from across the world and sending them into the dungeon within, where they have mysterious and unpredictable effects, growing the dungeon and adding new features. In some ways, museums are parallels to soul prisons, but there are several important distinctions. The most obvious is that they collect items and objects of power rather than people. However, museums usually collect these objects intentionally, whereas soul prisons typically collect echoes of their defeated foes whether they want to or





not. Museums tend toward a neutral alignment, but if they hold cursed, sanctified, or intelligent items, they might have an alignment associated with the items.

The Dungeon Within: As the GM, in some ways a museum requires the most coordination with the rest of your campaign out of all the dungeon categories. This is because they work best when the group is discovering interesting curios that serve as vague items of power for the dungeon, as most parties wouldn't be too keen with the idea of sacrificing usable magic items or other such loot to the dungeon's museum collection. A museum's dungeon within is constantly expanding as each new item added creates new floors, features, and other additions to

the dungeon. This makes even otherwise uninteresting set dressing loot into an exciting new addition to the campaign, as, for instance, that ornate hourglass the party found might add a sandy desert floor to the dungeon with strange time magic effects. As a reward for clearing the floor, the objects in the museum might gain special powers and be returned to the PCs; for instance, the hourglass might become a relic or become capable of casting time magic spells. Another possibility is to use the museum as a hoard of power (*Battlezoo Ancestries: Dragons* page 126), granting the dungeon PC special powers the more they build up the value of the museum and defeat each floor; in that case, be sure to reward the entire party for completing





the floor as well, perhaps granting all of them the hoard benefits. The concept of finding a special item to expand or unlock new regions of a larger dungeon is common in nearly all dungeon delving games (though sometimes this is done through the use of keys rather than specific curios or works in reverse with rewards found in the dungeon expanding things in the outside world, like in *Soul Blazer*), allowing for numerous sources for inspiration.

Skill Proficiencies: History, your choice of Arcana, Nature, or Religion

Tool Proficiencies: Calligrapher's supplies

Languages: One of your choice

Equipment: An unusual curio or trinket you discovered in your inner dungeon, a set of calligrapher's supplies, a set of fine clothes, and a belt pouch containing 15 gp

FEATURE: COLLECTOR'S EYE

You have an eye for spotting treasure that would make a worthy addition to your inner dungeon. These pieces are not always the most valuable or inherently magical, even if they might gain magical properties once you reclaim them from your dungeon core. In fact, the items that interest you most are usually significant only to you and are worthless (or nearly so) in the eyes of others. Even when a particular trinket doesn't strike your fancy, however, you can often identify a potential buyer for it, such as an eccentric private collector, a prestigious university, an unscrupulous fence, or even another sapient dungeon.

SUGGESTED CHARACTERISTICS

Many adventurers have a fondness for collecting unusual trinkets, but museum dungeons take this behavior to the extreme. For them, acquiring treasure isn't merely a perk of the adventuring life, but the reason they became adventurers in the first place. Museum dungeons often take responsibility for distributing loot after a successful adventure, plucking out the pieces that interest them most and dividing the rest amongst their companions. While this behavior might occasionally lead to conflicts, parties with a trustworthy museum dungeon often find that forfeiting this task to their dungeon often leads to the fairest—and most expeditious—results.

d8	Personality Trait
1	When I find a curio that interests me, I expound upon its history to anyone within earshot.
2	My pockets bulge with the unusual items I've collected on my travels.
3	Presentation is important. I spend long hours making sure my personal appearance is impeccable.
4	I collect and display a particular type of object, such as antique coins, rare books, or taxidermied monsters.
5	I'm a bottomless well of interesting, but generally useless, trivia.

So, I'm A Dungeon, So What?

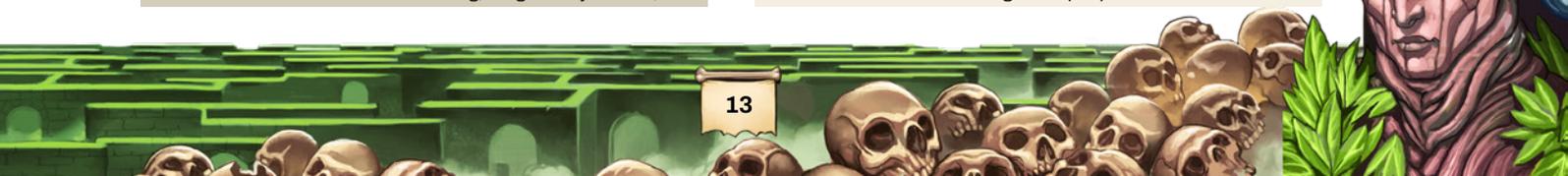
Most people find it inordinately strange that the person they're talking to is a dungeon, and so many awakened dungeons hide their true nature, using the avatar as a mask. However, some awakened dungeons just don't care if other people can't understand them and proudly flaunt their status as a dungeon, as if daring others to gainsay their claim.

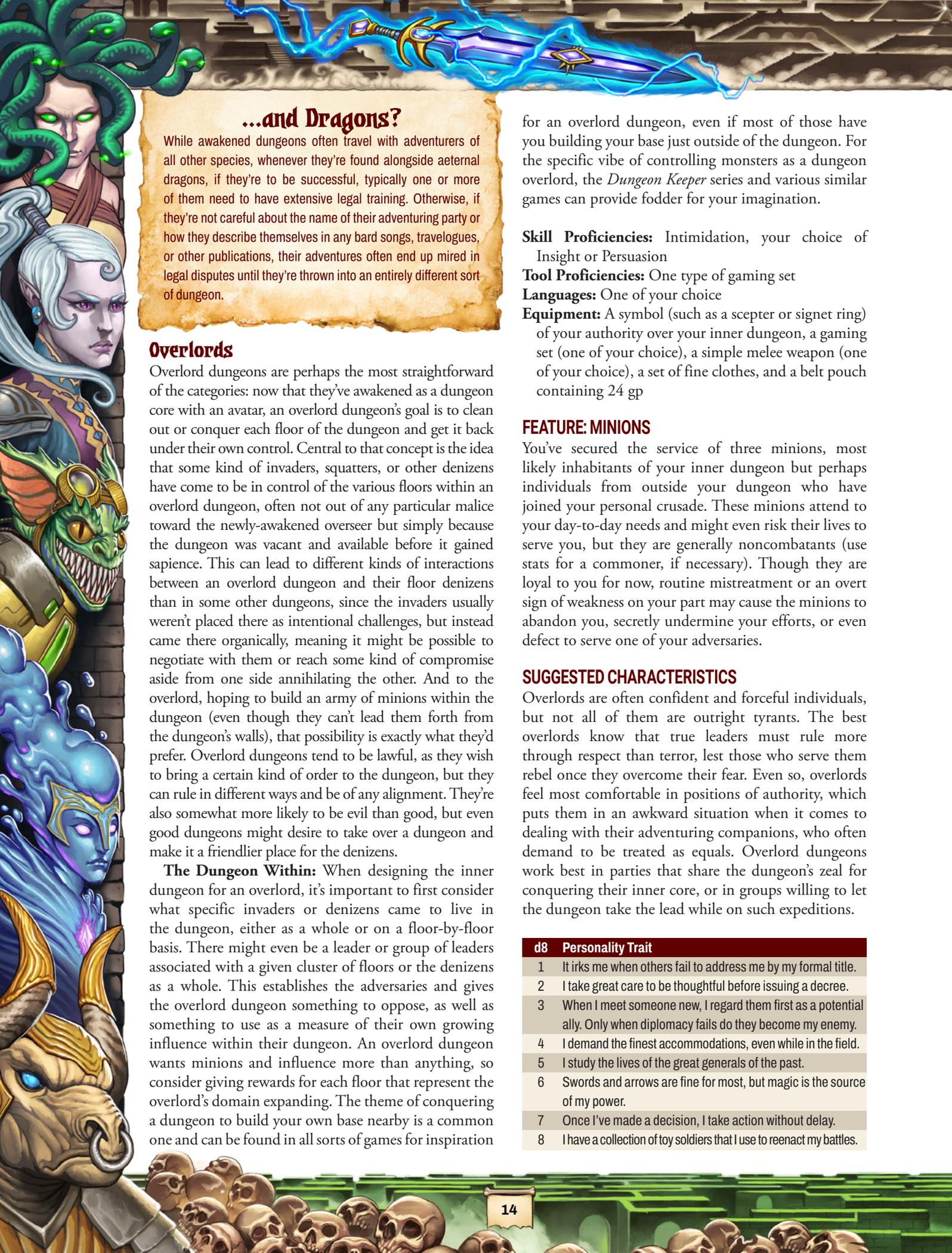
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| 6 | I find the behavior of non-dungeons incomprehensible. I collect their art in order to understand them better. |
| 7 | I'm quiet and unassuming, especially in large crowds. |
| 8 | I generally dislike young children, unless they're especially well behaved. |

d6	Ideal
1	Education. Sharing the lessons of the past with others has become my calling. (Good)
2	Dispassion. It's not my place to judge the treasures I contain, nor the cultures that created them. (Neutral)
3	Evolution. Every object I add to my museum changes me in ways I can't anticipate. (Chaotic)
4	Preservation. The treasures of the past will be ground to dust by history, unless we keep them safe. (Lawful)
5	Fame. Some day people will come from far and wide to behold the splendor of my collection. (Any)
6	Greed. The treasures I've amassed are for me—and no one else—to enjoy. (Evil)

d6	Bond
1	My inner dungeon holds an item of great religious or cultural significance.
2	A private collector will go to any lengths to get one of the objects on display in my museum.
3	There's a particular relic I want in my collection, but its whereabouts remain elusive.
4	A burglar died trying to steal from my latest acquisition, earning me the enmity of the local thieves' guild.
5	I schedule tours of my inner dungeon for a group of thrill-seeking nobles.
6	A cursed object found its way into my museum. Its foul magic now gnaws away at me from within.

d6	Flaw
1	Though my inner dungeon is pristine, my avatar's living space is an unsightly mess.
2	I keep my true feelings locked away, where no one else can find them.
3	I'm not above stealing to get what I want.
4	I'm only an adventurer out of necessity. I'd much prefer a life of peace and quiet.
5	Those who handle my possessions carelessly soon feel my wrath.
6	I care more about things than people.





...and Dragons?

While awakened dungeons often travel with adventurers of all other species, whenever they're found alongside aeternal dragons, if they're to be successful, typically one or more of them need to have extensive legal training. Otherwise, if they're not careful about the name of their adventuring party or how they describe themselves in any bard songs, travelogues, or other publications, their adventures often end up mired in legal disputes until they're thrown into an entirely different sort of dungeon.

Overlords

Overlord dungeons are perhaps the most straightforward of the categories: now that they've awakened as a dungeon core with an avatar, an overlord dungeon's goal is to clean out or conquer each floor of the dungeon and get it back under their own control. Central to that concept is the idea that some kind of invaders, squatters, or other denizens have come to be in control of the various floors within an overlord dungeon, often not out of any particular malice toward the newly-awakened overseer but simply because the dungeon was vacant and available before it gained sapience. This can lead to different kinds of interactions between an overlord dungeon and their floor denizens than in some other dungeons, since the invaders usually weren't placed there as intentional challenges, but instead came there organically, meaning it might be possible to negotiate with them or reach some kind of compromise aside from one side annihilating the other. And to the overlord, hoping to build an army of minions within the dungeon (even though they can't lead them forth from the dungeon's walls), that possibility is exactly what they'd prefer. Overlord dungeons tend to be lawful, as they wish to bring a certain kind of order to the dungeon, but they can rule in different ways and be of any alignment. They're also somewhat more likely to be evil than good, but even good dungeons might desire to take over a dungeon and make it a friendlier place for the denizens.

The Dungeon Within: When designing the inner dungeon for an overlord, it's important to first consider what specific invaders or denizens came to live in the dungeon, either as a whole or on a floor-by-floor basis. There might even be a leader or group of leaders associated with a given cluster of floors or the denizens as a whole. This establishes the adversaries and gives the overlord dungeon something to oppose, as well as something to use as a measure of their own growing influence within their dungeon. An overlord dungeon wants minions and influence more than anything, so consider giving rewards for each floor that represent the overlord's domain expanding. The theme of conquering a dungeon to build your own base nearby is a common one and can be found in all sorts of games for inspiration

for an overlord dungeon, even if most of those have you building your base just outside of the dungeon. For the specific vibe of controlling monsters as a dungeon overlord, the *Dungeon Keeper* series and various similar games can provide fodder for your imagination.

Skill Proficiencies: Intimidation, your choice of Insight or Persuasion

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A symbol (such as a scepter or signet ring) of your authority over your inner dungeon, a gaming set (one of your choice), a simple melee weapon (one of your choice), a set of fine clothes, and a belt pouch containing 24 gp

FEATURE: MINIONS

You've secured the service of three minions, most likely inhabitants of your inner dungeon but perhaps individuals from outside your dungeon who have joined your personal crusade. These minions attend to your day-to-day needs and might even risk their lives to serve you, but they are generally noncombatants (use stats for a commoner, if necessary). Though they are loyal to you for now, routine mistreatment or an overt sign of weakness on your part may cause the minions to abandon you, secretly undermine your efforts, or even defect to serve one of your adversaries.

SUGGESTED CHARACTERISTICS

Overlords are often confident and forceful individuals, but not all of them are outright tyrants. The best overlords know that true leaders must rule more through respect than terror, lest those who serve them rebel once they overcome their fear. Even so, overlords feel most comfortable in positions of authority, which puts them in an awkward situation when it comes to dealing with their adventuring companions, who often demand to be treated as equals. Overlord dungeons work best in parties that share the dungeon's zeal for conquering their inner core, or in groups willing to let the dungeon take the lead while on such expeditions.

d8	Personality Trait
1	It irks me when others fail to address me by my formal title.
2	I take great care to be thoughtful before issuing a decree.
3	When I meet someone new, I regard them first as a potential ally. Only when diplomacy fails do they become my enemy.
4	I demand the finest accommodations, even while in the field.
5	I study the lives of the great generals of the past.
6	Swords and arrows are fine for most, but magic is the source of my power.
7	Once I've made a decision, I take action without delay.
8	I have a collection of toy soldiers that I use to reenact my battles.



d6	Ideal
1	Confidence. I refuse to believe any task is beyond my abilities. (Any)
2	Duty. It's up to me to rid the world of the evil lurking in my inner dungeon. (Good)
3	Humility. There's much I don't know, and so I value the input of my friends and advisors. (Good)
4	Respect. When I meet a leader as strong or resourceful as me, I have no problem giving them their due. (Lawful)
5	Destruction. When it comes to dealing with one's enemies, a scorched earth policy is best. (Chaotic)
6	Dominance. The strong must lead, and the weak must serve. (Evil)

d6	Bond
1	My jester's jibes have become a bit too insightful for my liking.
2	Opposing forces within my dungeon have gone to war. The faction I support will see the balance of power tipped in their favor.
3	A peaceful group inhabits my inner dungeon. I've sworn to champion their cause.
4	I owe my life to my favorite retainer, who warned me of an assassin's blade.
5	As much as I hate to admit it, I need my friends to help me slay one of the monsters in my dungeon.
6	A dark entity haunts my core, challenging my rule.

d6	Flaw
1	Others mistake my commanding, regal bearing for haughtiness.
2	I'm simply too important for mundane tasks like cooking and cleaning.
3	I consider even the smallest slight a symptom of rebellion.
4	It takes a lot for me to admit my shortcomings, and that often leads me to persist in a mistake until it's too late
5	My inability to show mercy may prove to be my downfall.
6	Secretly, I fear that once I conquer my inner dungeon, I'll have no purpose.

Is It Wrong To Pick Up Gold In A Dungeon?

Awakened dungeons have a philosophical question to answer about other dungeons: is it OK to loot them? Or would that be akin to stealing or disfiguring the other dungeon? In almost every case, awakened dungeons eagerly support the idea of exploring other dungeons, defeating their dangers, and plundering their treasures. But it's not hypocritical, as they enjoy doing so within their own dungeon as well!

gather, floor by floor, things become clearer and clearer, and the fragment dungeon's mind and personality might change and grow as more and more of their underlying source comes into focus. Fragments have alignments that tend toward their original source, but sometimes the source is a secret even to the dungeon itself (and the dungeon's player!). Fortunately, fragments can be of any alignment, even one diametrically opposed to the origin; in that case, absorbing the fragments might risk exposing the dungeon's avatar to an alignment shift toward the original or a personality clash.

The Dungeon Within: When GMing for a fragment dungeon PC, you'll want to decide on the source of the fragments, even if that's a secret from the players. This allows the fragment PC to potentially be connected to the mysteries in the campaign's plot even more than other dungeons would be. Is the fragment PC formed from a shattered demiplane? The villain's dead brother? The villain's lost capacity to love? The options are endless. From there, you can design floors based on discovering an interesting fragment of the whole, centering the theme of the floor around the fragment that the PCs will find at the end. Rewards for clearing floors generally depend on what sort of entity left the fragments. If it's a person, it might make sense to gain knowledge or capabilities; one possibility is to give each of the characters the opportunity to choose a free proficiency from a selection of skills and tools, or a supernatural gift such as a blessing or charm. For instance, if the fragments came from a temporal anomaly or piece of the Dimension of Time, clearing floors might grant each character the one-time ability to reroll an ability check using either Dexterity or Intelligence.

Fragments

Whether it's a creature, a plane, a magical force, or something even more esoteric, fragment dungeons have either their consciousness or their entire existence composed of shards of some other entity. In general, this means that fragment dungeons awaken with little or no awareness of that original entity and only slowly put the pieces together as they venture through their inner dungeon, building themselves up like a jigsaw puzzle. This makes them somewhat parallel to quandaries and psyches, but they aren't exploring pieces of their own mind, and the puzzle they're fitting together is one of how the fragments fit together, which usually isn't as esoteric or unfathomable as a quandary. As the fragments

Psyches

Psyches are dungeons whose awakening was tightly linked to mental states, usually those of a creature that died or merged with the dungeon, creating the original core or avatar. Because of this, psyches are especially unlikely to arise entirely naturally without an outside entity to spark their creation and become the genesis of the nascent dungeon. This means that psyches have a history, often one rife with drama, tragedy, or other





The Lazy Dungeon Gamemaster

If a player wants to play a dungeon PC, it isn't strictly necessary for the Gamemaster to invent an entire side dungeon for the party to explore, especially if that would be disruptive to the campaign or if the GM doesn't have the time or energy to do so on behalf of a single player. It's still possible to play a dungeon PC and ignore that aspect, for instance, though it does cut off some of the possibilities. Another option is for the player of the dungeon to help brainstorm elements of the dungeon within, or even to take turns GMing. For instance, perhaps whenever the party explores the PC dungeon, the dungeon avatar isn't present, and the usual GM plays an NPC or other character while the player of the dungeon PC takes the wheel. It could even be a good way to give the main GM a break if they need a week off to prepare, so they can ask the dungeon PC's player to run a bit more of the dungeon that week.

sufficiently complex emotions or turmoil that led to the eventual creation of the dungeon. Often a psyche dungeon isn't fully aware of all this context, as the avatar might have only limited memories of the precipitating events that led to the dungeon's creation, or perhaps even no memories and nothing more than emotional instincts. In that case, each level of the dungeon they defeat reveals more of themselves and their feelings, opening up hidden depths and making the dungeon character even richer and more vibrant. In this way, psyches have some overlap with quandaries, and more than a few psyches are categorized as quandaries as well. There is some similarity between psyches and fragments, in that both are composed of pieces or facets of something, but the difference is that a psyche dungeon contains unexplored conflicts and dilemmas from the avatar's own mind, whereas a fragment instead contains literal shards of some other entity. Due to the way they expose conflicting psychological facets, psyches tend to be chaotic, though a lawful psyche dungeon might be trying to get their mind in order.

The Dungeon Within: When building a psyche dungeon, consider the fundamental psychological or societal conflicts of the creature whose mind seeded the dungeon's creation. Each of these could become a thematic floor in the dungeon, representing one of the struggles of identity and self for the dungeon PC must overcome. For some ideas, you could look up various real-world psychological or sociological theories (for example, psychologist Erik Erikson theorized struggles across life stages including trust vs. mistrust and autonomy vs. shame), but be sure to customize these as appropriate for the specific dungeon. By clearing a floor, often capped by a floor boss representing the ultimate incarnation of that struggle, the psyche dungeon takes one more step toward understanding themselves. For more inspiration when

designing a psyche's dungeon, consider checking out the *Persona* and *Ar Tonelico* game series, which explore the idea of dungeons reflecting people's minds and inner selves. Major rewards for a psyche dungeon's floors are usually also thematic to the struggles overcome and are somewhat more likely to be intangible than tangible. Things like milestone XP based on defeating the psyche dungeon's floors, supernatural gifts like blessings and charms rather than physical relics, bonus skill or tool proficiencies, access to unusual feats, and the like are all perfect rewards for a psyche dungeon's floors.

Quandaries

Quandaries are reminders that not every dungeon character can be neatly explained by a simple underlying principle, making them both a "none of the above" category and an important category all their own. They represent the most unusual and inexplicable dungeons, presenting a striking mystery to all who would seek to explore them. While some dungeon categories are incredibly easy to understand, and even some of the more mysterious categories like fragments still have a comprehensible framework of a puzzle with pieces to find, quandaries defy such simple classifications. This might be because they have an even deeper and more mysterious meta-puzzle to solve hidden between their floors, but it might also be because they are simply unfathomable, formed from a variety of factors that defy a single, neat explanation. Quandaries have no particular tendency toward one alignment over another.

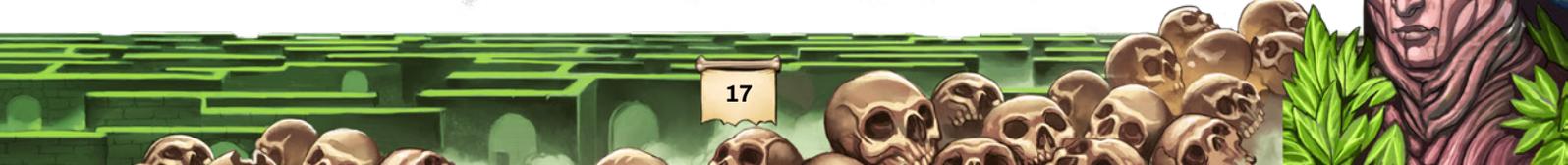
The Dungeon Within: Quandaries give you the most freedom as the GM, but since restrictions breed creativity, that can sometimes make them the most challenging to design. Every floor could be completely different, with no seeming rhyme or reason between the denizens, traps, decor, or even the rewards. On the other hand, there might be a hidden underlying connection, sometimes known as the quandary's "meta-puzzle," that ties together the seemingly disparate elements and reveals a startling underlying truth. Whichever of those approaches you pick, work to show off the variety of the quandary's dungeon. One great way to do that is to make sure the first two floors have a striking dissimilarity between them, which sets things off on the right foot when it comes to the players' and their characters' expectations of the quandary's composition. If you choose to have a hidden connective meta-puzzle, you can sprinkle those elements slowly throughout the dungeon, and if the players aren't picking up on it, consider making the clues more and more obvious as the PCs descend to deeper floors. This "pyramidal" clue structure is one of the best ways to reward clever puzzle solvers with early breakthroughs while ensuring that even in the worst case, the group has a very high chance of eventually solving it.



Soul Prisons

Soul prisons are dungeons populated by the regrets, unfinished businesses, and untold stories of those who have died around the dungeon's avatar. What caused the dungeon to become a magnet for these souls varies from dungeon to dungeon. It may come from a failed lich ritual to create a soul cage or an attraction through ley lines that creates an environment that draws in and embodies the defeated. Whatever the case, stepping into a soul prison's dungeon means confronting one's past and exploring other sides of those one has met and slain

before. This means that the floors of a soul prison are often a chaotic hodgepodge of different themes, which might resemble a quandary at first glance, each demesne reflecting the will of a single master or group of masters. The only circumstance wherein the floors happen to all be related is when the dungeon PC and their party are defeating a series of related opponents across a long-term campaign. For instance, if every major encounter in a campaign is against the government of a tyrannical empire, the soul prison's floors will naturally reflect the aesthetics of that empire's defeated lieutenants, even





Now I'm an Avatar: Happily Ever After With My Party in the Dungeon

What if the party is so enamored with the idea of exploring the PC dungeon (or dungeons if more than one dungeon PC is in the same group) that they spend all their time there and the campaign becomes one set entirely within the dungeon? That's quite all right, as long as all the players are interested! Many classic or old-school adventures revolved around a giant dungeon as the backdrop, and there are countless possible adventures that mainline the PC dungeon. In fact, you could even run a published adventure based around a dungeon where the dungeon PC is the avatar of that dungeon, with some small tweaks around the usual extradimensional nature of a dungeon PC's dungeon.

across floors. Soul prisons usually don't have any choice in the process of sealing fragments of the fallen's souls, though those who do so on purpose are undoubtedly evil. Otherwise, soul prisons often wind up moving toward a neutral alignment even if they start with an extreme one, as the souls within, usually from an opposing alignment, have some influence and revert them to the mean.

The Dungeon Within: A soul prison dungeon generally forms out of the memories or wishes of the deceased to include trappings of their former life, with floors themed around particularly strong personalities or related groups of creatures. Consider the different NPCs or groups that the party has defeated and killed, and then use them to design floors. New floors will unlock naturally over the course of the campaign as the party continues their adventures. This is an especially good way to get across complex antagonist backstories, goals, or other rich details that were lost in the initial confrontation when the PCs killed the villain without spending much time talking to them, and it doesn't require the stereotypical ham-handed solution to that conundrum of turning every villain into an avid diarist. The perfect reward for a soul prison is to give a free boost to an item or reward the PCs previously received when they defeated the antagonist the first time, as releasing their spirit or understanding their circumstances unlocks the treasure's true potential. This can be as complex as you desire, but it can also be as simple as upgrading the *+1 weapon* found on the original villain to a *+2 weapon* after clearing their floor of the dungeon within. Few games are entirely themed around a dungeon built on those slain by the characters, but you can get a bit of inspiration from certain dungeons in various games, such as the Fortress of Regrets in *Planescape: Torment* or the Xin Arena in *Children of Zodiars*.

Alignment and Religion

Dungeons can be of any alignment, and their alignment is usually completely unrelated to the alignment of any monsters within the dungeon, though depending on the dungeon's category, the creatures might share alignment components with aspects of the dungeon's personality, or the special items within the dungeon. If a dungeon gained their life force and spirit from another creature, they often have an alignment similar to that creature.

Similarly, dungeons worship all sorts of deities for all sorts of reasons. Depending on the type of dungeon, they might have a slight tendency to worship a nature deity for natural dungeons or a deity associated with doorways, thresholds, transitions, or crafting for artificial dungeons.

Dungeon Feats

The following feats are available only to dungeon characters.

1ST LEVEL

Avatar's Adaptability

Prerequisite: *dungeon species*

Your avatar is essentially indistinguishable from other creatures of the same species by mundane means, and even beyond that, you are especially good at establishing disguises of all kinds. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with disguise kits.
- Your true species can be determined only through the use of divination magic or similar effects.
- You are treated as a member of your avatar's species for the purposes of meeting the prerequisites of feats and the attunement of magic items.

Dungeon Architect

Prerequisite: *dungeon species, any class with a spell list*

You can draw upon your mystical connection to your inner dungeon in order to magically call forth pieces of that dungeon's contents and architecture into your surroundings to suit your needs. You gain the following benefits:

- Increase your spellcasting ability score by 1, to a maximum of 20. (If you have more than one spellcasting ability, choose which ability to increase.)
- You add the following spells to the spell list of any class you have: *alarm, create food and water, entangle, passwall, private sanctum, rope trick, secret chest, tiny hut, wall of stone, web*. You must prepare and expend spell slots to cast these spells, as normal. If you have a spellbook, you can add the spells to your spellbook as soon as you reach a level at which you have spell slots to cast them.



Dungeon Armor

Prerequisite: *dungeon species*

In order to protect your core's sapience, you can magically draw forth chunks of solid matter from within your dungeon's various walls, floors, and ceilings in order to form a physical shell of matter that surrounds your avatar. You can use a bonus action to activate your dungeon armor, gaining temporary hit points equal to twice your dungeon level. The temporary hit points remain for 10 minutes. Once you have used this feat, you must finish a short or long rest before you can do so again.

Dungeon Climber

Prerequisite: *caverns subspecies*

You are especially skilled at climbing compared to other dungeons. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency in the Athletics skill.
- Your climb speed from the Caverns subspecies applies anywhere, not just in caverns.

Dungeon Lore

Prerequisite: *dungeon species*

You have learned everything there is to know about awakened dungeons in order to understand more about what you are. You gain the following benefits:

- You gain proficiency in the History skill, as well as your choice of the Arcana, Nature, or Religion skill.
- When you make an Intelligence (Arcana, History, Nature, or Religion) check to recall information about awakened dungeons, you can treat a d20 roll of 9 or lower as a 10. In addition, on a successful check you might know more information about the subject than normal, at the GM's discretion.

Dungeon Robber

Prerequisite: *dungeon species*

Dungeons are dangerous places, but few are more equipped to survive their perils than you. (It takes one to know one, after all.) You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with thieves' tools and your choice of two of the following skills: Acrobatics, Investigation, Perception, Stealth.

Dungeon Stocker

Prerequisite: *dungeon species*

Your inner dungeon is filled with all manner of tiny creatures, and you can call on them to assist you in your labors. You gain the following benefits:

- You can cast the *find familiar* and *unseen servant* spells as a ritual.
- Starting at 5th level, you can summon a Tiny beast (such as a bird, fish, rat, or spider) from your dungeon to deliver a message for you. You can cast the *animal messenger* spell.

Your spellcasting ability for it is your choice of Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. When you cast the spell in this way, you magically conjure up the beast you entrust with your message (as opposed to having to see the creature on the Material Plane).

4TH LEVEL

Dungeon Dive

Prerequisite: *4th level, dungeon species*

You interfuse difficult terrain that matches your dungeon with the environment of your dungeon itself, allowing you to progress at a startling rate through such obstructions. If you have the Tree subspecies, you ignore difficult terrain as a result of plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede your progress. If you have the Archipelago or Leviathan subspecies, you ignore difficult terrain as a result of shallow water. If you have any other subspecies, you ignore difficult terrain as a result of rubble.

Island's Tides

Prerequisite: *4th level, Archipelago subspecies*

You can use an action to magically call forth the tides from the islands in your archipelago, allowing you and your companions to swim more swiftly. These tides last for 1 minute or until you lose concentration (as if concentrating on a spell). While the tides remain, you and each creature you choose within 60 feet of you gains a swimming speed of 60 feet.

Once you have used this feat, you must finish a long rest before you can do so again.

Labyrinth of Secrets

Prerequisite: *4th level, dungeon species*

Dungeons are full of secrets, but you've learned how to spot them... or use them to your advantage. You can cast the *invisibility* and *see invisibility* spells. Your spellcasting ability for these spells is Intelligence, Wisdom, or Charisma, chosen by you when you select this feat.

Once you have used this feat to cast either *invisibility* or *see invisibility*, you must finish a long rest before you can cast either spell again.

Leviathan's Prowess

Prerequisite: *4th level, Leviathan subspecies*

As your body and soul become more intertwined with the creature housing your dungeon, your linked attacks become more ferocious. You gain the following benefits:

- The damage die of the weapon you gained from your Natural Weapon species trait increases to 1d6 if you selected the Claw or Talon benefit, or to 1d8 if you selected another benefit.
- The damage dealt by your Natural Weapon is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.





I Shall Survive Using Dungeons

The normal rules for entering a dungeon PC allow it to be an interesting side quest that the group can tackle at their leisure in between missions, but the timing is designed to make sure that it isn't abused as a way to avoid any threat or pressure from the world around them by simply retreating into an extradimensional dungeon... But perhaps the story your group wants to tell would be more interesting if the party *could* evade danger in that way. In that case, you can change up the restrictions on entering the dungeon to suit the group's preferences, reducing the time it takes, removing the requirement of a day of rest, or both.

As a group, including the GM, you might also decide to remove the requirement that a PC dungeon be an extradimensional dungeon only usually possible to enter via the dungeon's special power to do so. Consider carefully before relaxing that restriction, however. You'll likely want to include some sort of prevention from challenging the dungeon's first floor and then leaving as a means of fast travel or to gather resources from a confederate who waits on the first floor. Perhaps if the dungeon isn't extradimensional, the avatar can't send the party in to challenge it remotely, and they have to reach the dungeon by foot. Alternatively, perhaps the dungeon avatar's ability to challenge a floor removes all other intruders from that floor, and attempts to backtrack out of the floor or dungeon end the attempt on the floor and instead return the party to their original location. Or perhaps you just don't care if the dungeon's features can be used as a quick travel / market from all locations. This is a substantial power boost that pretty much negates wilderness travel, survival, and the like, but it's one that benefits the whole team, not just the dungeon PC, so it might be more fun for your group to play it that way.

8TH LEVEL

Disinter

Prerequisite: 8th level, Mausoleum subspecies

You call forth an undead corpse from your dungeon, either to use the cadaver as an expendable pawn or to scare away another creature. You can cast the *animate dead* and *fear* spells. Your spellcasting ability for these spells is Intelligence, Wisdom, or Charisma, depending on the one you picked for your cantrip from being a mausoleum. When you cast *animate dead* in this way, you don't need to touch a corpse to animate; instead, you summon the undead creature directly from your dungeon. When you cast *fear*, the target of the spell sees images of corpses being disinterred.

Once you have used this feat to cast either *animate dead* or *fear*, you must finish a long rest before you can cast either spell using this feat again.

Dungeon Caller

Prerequisite: 8th level, dungeon species, Dungeon Stocker feat

Your inner dungeon is filled with all manner of beasts and guardians,

and you can call them to fight for you. You can cast the *conjure animals* spell. At 12th level, you can cast the *conjure minor elementals* and *conjure woodland beings* spells. At 16th level, you can cast the *conjure elemental* spell.

Your spellcasting ability for any spell you cast with this feat is Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. Once you have used this feat to cast a spell, you must finish a long rest before you can do so again.

Dungeon Dweomers

Prerequisite: 8th level, dungeon species, any class with a spell list

Your magical connection to your dungeon grants you powerful dweomers, which you can bring forth into the world around you to suit your needs, rather than exhaust your normal supply of magic. Choose any two 2nd-level or lower spells from any spell list you have. You can cast those spells at 2nd level without expending a spell slot. Once you have used this feat to cast either of the spells without a spell slot, you must finish a long rest before you can cast that same spell again, though you can still cast the other spell.

Trap Magic

Prerequisite: 8th level, dungeon species, Dungeon Robber feat

You have a supernatural affinity for the traps and other contraptions that fill your inner dungeon, allowing you to understand, create, and bypass them. You gain the following benefits:

- You can cast the *find traps* and *knock* spells. Your spellcasting ability for these spells is your choice of Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. Once you have used this feat to cast *find traps* or *knock*, you must finish a long rest before you can cast either spell again.
- You can use an action to create a magical trap in an unoccupied space you can see. The trap lasts until it is triggered or for 24 hours, at which point it disappears into nothingness. A creature that enters the space containing a trap must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence or Dexterity modifier (choose the ability when you select this feat). On a failed save, the target takes 6d6 bludgeoning, piercing, or slashing damage (choose the damage type when you create the trap). This damage increases by 1d6 at 10th level and every two levels thereafter, to a maximum of 12d6 damage at 20th level. You can use this feat three times, regaining all expended uses when you finish a long rest.

12TH LEVEL

Dungeon World

Prerequisite: 12th level, dungeon species

You can use an action to interpose fragments of your dungeon's geometry and composition into the world around you, magically creating a mind-twisting altered space where it's difficult for others to move. The altered space lasts for 1 minute or until you lose concentration (as if concentrating on a spell). While the effect lasts,





each creature you choose that moves into a space within 20 feet of you or that starts its turn in that area must make an Intelligence saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose the ability when you select this feat). On a failed save, the creature treats the area within 20 feet of you as difficult terrain until the start of its next turn. On a success, the creature is immune to the effect for the next 24 hours.

Once you have used this feat, you must finish a long rest before you can do so again.

The Dungeon's Magic Power Is Omnipotent

Prerequisite: 12th level, Dungeon Dweomers feat

Your magical connection to your dungeon grants you powerful dweomers, which you can bring forth into the world around you. Choose two 4th-level or lower spells from any spell list you have. You can cast these spells at 4th level without expending a spell slot. Once you have used this feat to cast either spell without a spell slot, you must finish a long rest before you can do so again.

Tree of Life

Prerequisite: 12th level, Tree subspecies

When a creature you can see within 60 feet of you fails a death saving throw, you can use your reaction to call upon a leaf from the legendary tree of life and anoint the dying creature with healing dew. The target succeeds on the death saving throw and immediately regains 4d8 hit points.

Once you have used this feat, you must finish a long rest before you can do so again.

The Unwanted Undead Tempest

Prerequisite: 12th level, dungeon species, Dungeon Stocker feat

Many creatures have died in your dungeon over the years, even before you became sapient. You can call forth all of them at once as an incarnate tempest of undead; in fact, doing so kills two birds with one stone, since you'd probably not have them haunting the place anyway. You can use an action to magically summon a howling tempest of tormented spirits. The tempest fills a 15-foot cube you can see within 120 feet of you.

The tempest lasts until the end of your next turn. While the tempest remains, each creature that enters the area or starts its turn there must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose the ability when you select this feat). The target takes 12d6 necrotic damage on a failed save, or half as much damage on a successful one. This damage increases by 1d6 at 15th (13d6) and 17th (14d6) level.

When the tempest departs, each creature in the area must make a Wisdom saving throw or become frightened of you for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Once you have used this feat, you must finish a long rest before you can do so again.

16TH LEVEL

Form of the Leviathan

Prerequisite: 16th level, Leviathan subspecies

By stretching your body's capacities to their limits, you can briefly take a form that parallels the mighty creature housing your dungeon. You can use an action to magically polymorph into a purple worm or roc. You remain in this form for 1 minute, until you fall unconscious, or until you use another action to return to your natural form. If necessary, work with your GM to change the damage type and other details of your new form's attacks to better match your dungeon, keeping the other statistics of the form the same. For instance, if your dungeon is inside a giant magma snake, you might use this feat to transform into a purple worm, changing its tail stinger attack so that it deals fire instead of poison damage.

Once you have used this feat, you must finish a long rest before you can do so again.

Into the Maze

Prerequisite: 16th level, dungeon species

You can banish your foes to your inner dungeon, leaving them to wander the many paths until they find a way out. You can cast the *maze* spell. Your spellcasting ability for it is Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. Once you have used this feat to cast *maze*, you must finish a long rest before you can do so again.

Overlord

Prerequisite: 16th level, dungeon species, you have fully cleared at least one floor of your personal dungeon

After conquering at least one floor of your personal dungeon and coming to learn exactly what that floor means about who and what you are, you've gained extreme control over the floor, enough to create a comfortable paradise, where the monsters clean the floors and make the beds while the traps extend downwards to refill your drinks. You can cast the *magnificent mansion* spell. Your spellcasting ability for it is Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. When you cast *magnificent mansion* in this way, the dungeon floor is decorated to match your taste, though it keeps to the theme based on your subspecies (a private island for an Archipelago dungeon, a floor of a giant tower for a Tower dungeon, and so on).

Once you have used this feat to cast *magnificent mansion*, you must finish a long rest before you can do so again.





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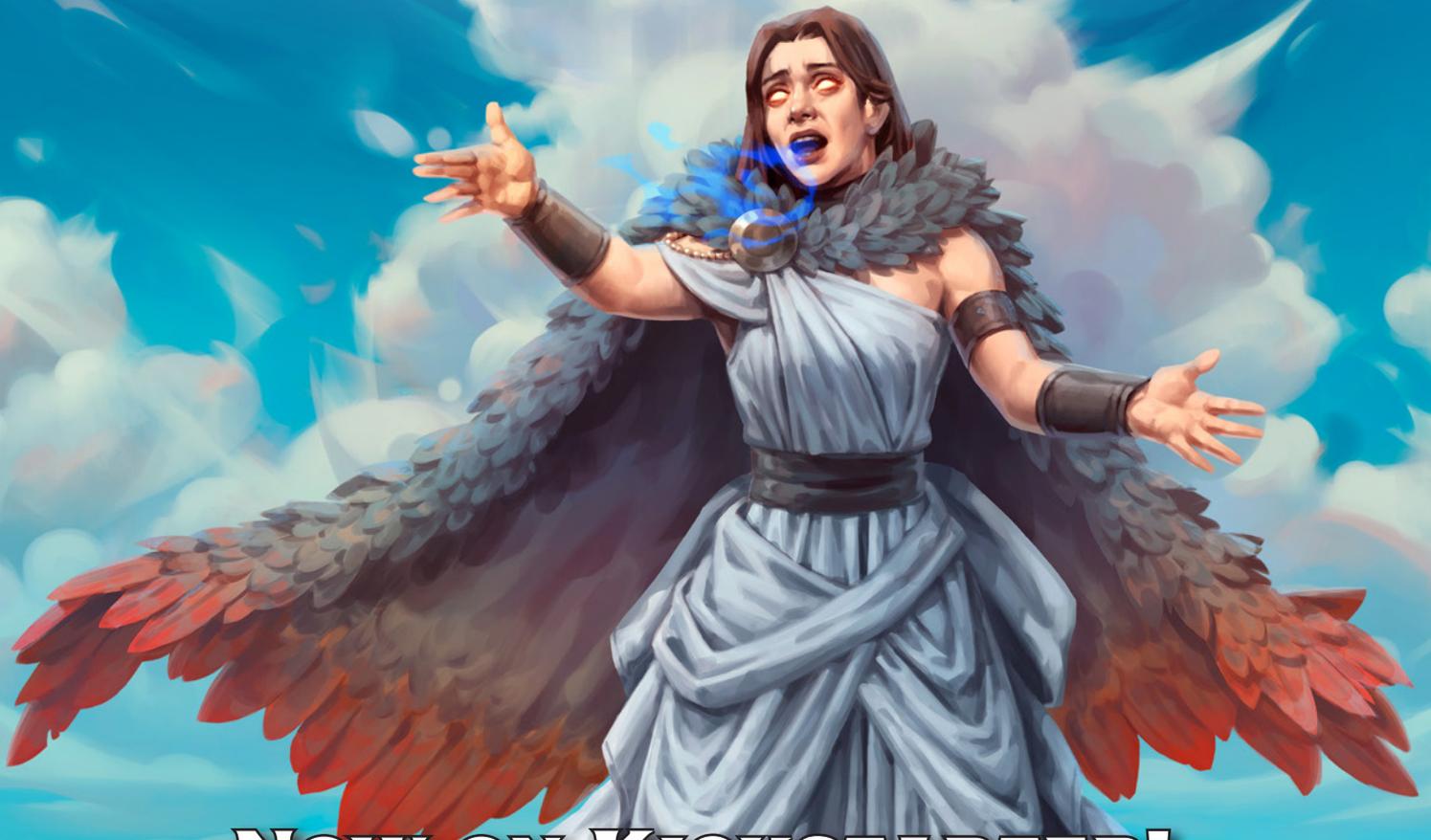
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