

BATTLEZOO ANCESTRIES

DUNGEONS

EXPANDED!



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PATHFINDER
COMPATIBLE





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 eldaron 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 ancestry. 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.

Physical Description

Dungeon avatars look like normal members of the ancestry 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

RARITY

Rare

HIT POINTS

10

SIZE

Small or Medium (depends on avatar)

SPEED

25 feet

ABILITY BOOSTS

Constitution

Free

LANGUAGES

Common

One language normally spoken by your avatar (a regional language if your avatar is human and would otherwise speak Common).

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Abyssal, Aklo, Celestial, Draconic, Dwarven, Elven, Infernal, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Depends on avatar (almost always humanoid). These are specifically the traits for the avatar.

LOW-LIGHT VISION

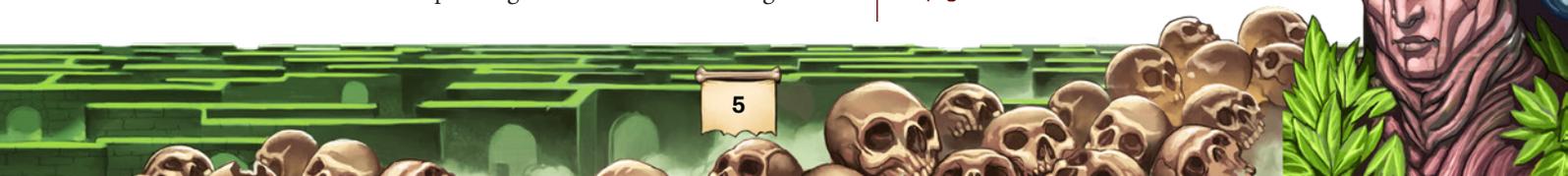
You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

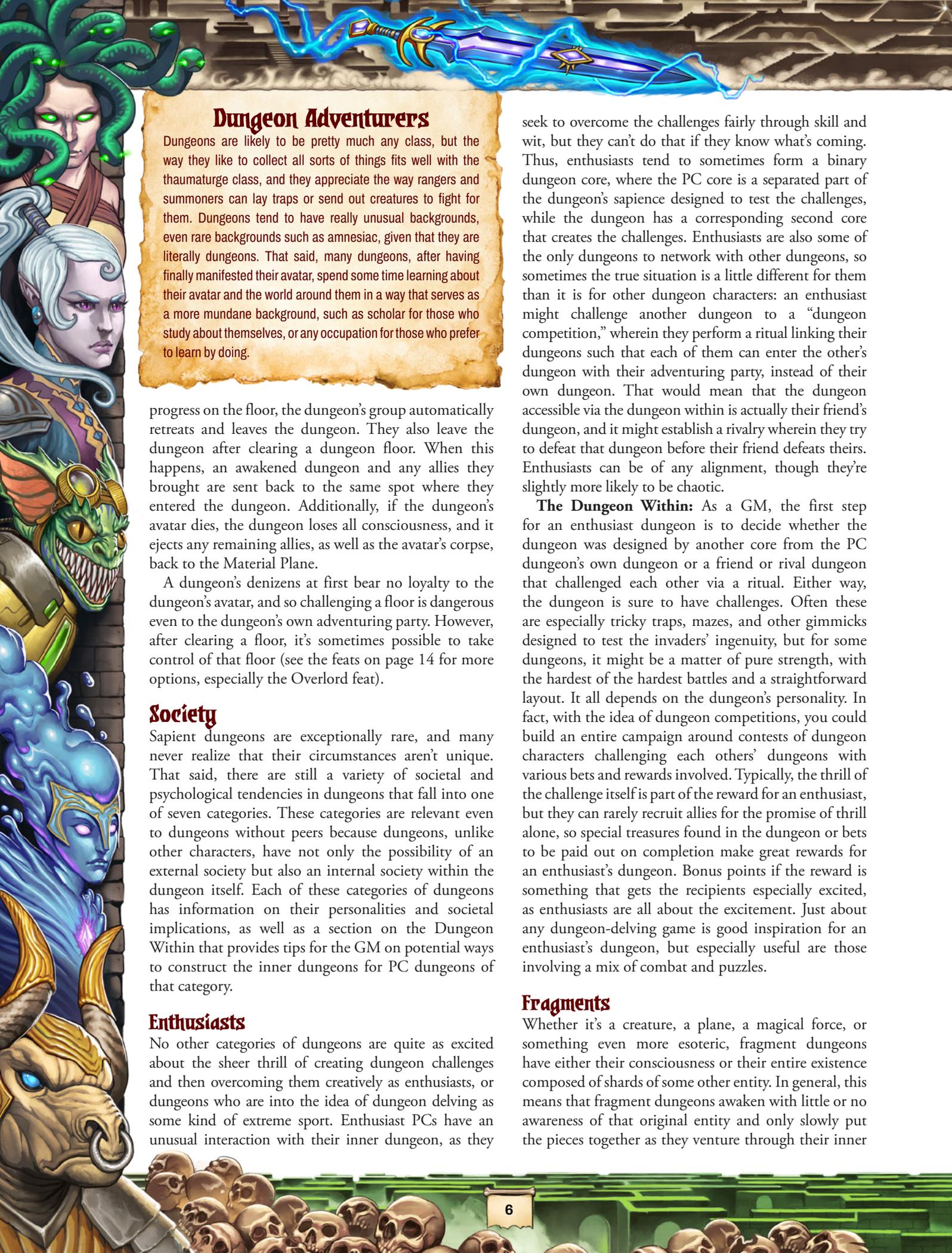
AVATAR

While you are actually an awakened dungeon, you have an avatar, a specific form from a common ancestry or from another ancestry, to which you have access at the GM's discretion. This avatar is formed from 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.

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 5.





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 thaumaturge class, and they appreciate the way rangers and summoners can lay traps or send out creatures to fight for them. Dungeons tend to have really unusual backgrounds, even rare backgrounds such as amnesiac, 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 scholar for those who study about themselves, or any occupation for those who prefer to learn by doing.

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.

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.

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 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.

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 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 use the free archetype variant from the *Pathfinder Gamemastery Guide*, but with a twist: the characters only unlock the next free archetype feat after both reaching the appropriate character level (2, 4, 6, and so on) and clearing the next floor of the dungeon within and collecting the fragments. This works especially well if the free archetype is shared or otherwise connected to the source of the fragments. For instance, if the fragments came from a temporal anomaly or piece of the Dimension of Time, clearing floors might grant free archetype feats from the characters' choice of chronoskimmer or time mage from *Pathfinder Dark Archive*.

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.

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

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 other floors, they might regain some of the original memories, which could lead to interesting character development or even an identity crisis.

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 using the leadership subsystem (*Pathfinder Gamemastery Guide*) or else a similar subsystem such as kingdom building in order to 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.

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 sufficiently complex emotions or turmoil that led to





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.

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 automatic bonus progression based on defeating the psyche dungeon's floors, soul seeds (*Pathfinder Secrets of Magic*) rather than physical relics, bonus skill proficiencies, access to unusual feats

and archetypes, 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

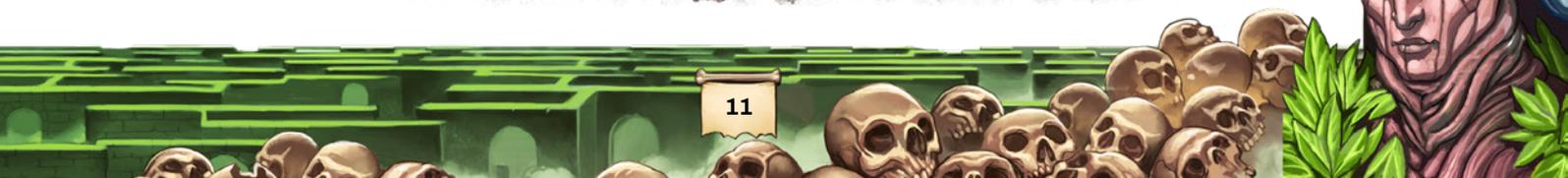
Soul prisons are dungeons populated by the regrets, unfinished businesses, and untold stories of those who have died around the dungeon's avatar. What caused the dungeon to become a magnet for these souls varies from dungeon to dungeon. It may come from a failed lich ritual to create a soul cage or an 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 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 lities 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 *storm flash* found on the original villain to a *greater storm flash* 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 Zodiacs*.

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 lity, 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.

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 Heritages

Dungeons manifest in all sorts of ways, rather than only a stereotypical underground building, and each form of dungeon has the possibility to awaken. Choose one of the following dungeon heritages at 1st level.

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. You gain a swim Speed of 10 feet and the amphibious trait. Like all creatures with the amphibious trait, you can breathe both water and air.

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 darkness within your cavern depths. You gain darkvision.

...and Dragons?

Awakened dungeons often travel alongside a variety of adventurers in groups containing a wide variety of other ancestries. However, whenever they're found alongside aeternal dragons, if they're to be successful and avoid trouble, typically one or more of them need to have the barrister background or otherwise learn the Legal Lore skill. Otherwise, if they're not careful about the exact 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.

Labyrinth

You are a labyrinth, an artificially constructed maze of traps, creatures, and treasure, making you one of the most traditional and stereotypical forms of dungeon. Due to your twisting paths, it's hard for you to get lost anywhere else, as you have an innate sense of direction. You gain the trained proficiency rank in Survival, or if you would already be trained in Survival, you are trained in another skill of your choice. You gain a +2 circumstance bonus on all Survival checks to Sense Direction, and if you roll a success on a Survival check to Sense Direction, you get a critical success instead.

Leviathan

Like the mythical leviathan for which this heritage is named, you are the separate consciousness of an enormous extradimensional creature that contains a dungeon within its own body. While your dungeon core and avatar's lives 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. Additionally, your avatar's features closely resemble the creature's, and you gain one of the following unarmed attacks, which you choose when you select this heritage to match the appearance of your dungeon's body; once you choose it, you can't change to a different unarmed attack. The attack is in the brawling group and has the listed damage die and traits.

Claw or Talon 1d4 slashing (agile, finesse, unarmed, versatile piercing)

Hoof or Foot 1d6 bludgeoning (finesse, unarmed)

Jaws, Fangs, or Beak 1d6 piercing (finesse, unarmed)

Tail 1d4 bludgeoning (agile, finesse, unarmed)





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.

Mausoleum

You are a mausoleum, crypt, catacomb, or other religious site that typically houses the dead. Choose a cantrip from the divine spell list. You can cast this cantrip as an innate divine spell.

Tower

You are a giant tower that pierces the sky of your extradimensional home, with ever-ascending floors full of unusual magic. Choose a cantrip from the arcane spell list. You can cast this cantrip as an innate arcane spell.

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 a giant tree, you have a natural advantage against other plants. You gain a +2 circumstance bonus to both Perception checks and saving throws against plants. In addition, whenever you meet a plant creature in a social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. You take a -5 penalty to the check. If you fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result. If you have the Glad-Hand skill feat, you don't take the penalty on your immediate Diplomacy check if the target is a plant.

Ancestry Feats

The following feats are available to dungeon characters. Many of them refer to the listed heritages, with a default for an artificial or natural dungeon; if a dungeon has a versatile heritage, they should either default to the standard based on whether the dungeon is natural or

artificial, or choose an appropriate option based on the nature of the versatile heritage (for instance, an aasimar dungeon might use divine magic). If you're using one of the listed heritages, archipelagos, caverns, leviathans, and trees use primal magic; mausoleums use divine magic; and labyrinths and towers use arcane magic. This information is also repeated in each feat for ease of reference.

1ST LEVEL

DUNGEON FAMILIAR

FEAT 1

DUNGEON

You conjure up a very small denizen from the dungeon within yourself to serve as your familiar. You gain a familiar using the rules from *Pathfinder Second Edition Core Rulebook*. This familiar often shares a physical or thematic resemblance to one of the various types of creature within your dungeon.

DUNGEON LOOT

FEAT 1

DUNGEON

You can displace some of the awkwardness of the bulk and weight of whatever your avatar is carrying into your dungeon, allowing you to hold more than someone might expect by looking at you. You gain the trained proficiency rank in Athletics, or trained in a different skill of your choice if you were already trained in Athletics. You gain the Hefty Hauler skill feat.

DUNGEON LORE

FEAT 1

DUNGEON

You have learned about awakened dungeons in order to understand more about who you are. You gain the trained proficiency rank in Crafting and in either Religion (if you're a mausoleum), Arcana (if you have the labyrinth, tower, or other artificial dungeon heritage), or Nature (if you have the archipelago, caverns, leviathan, tree, or other natural dungeon heritage). If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Awakened Dungeon Lore.

DUNGEON MAGIC

FEAT 1

DUNGEON

You are able to draw forth spells from your dungeon into your avatar, granting you a cantrip. Choose a cantrip from the divine spell list, if you're a mausoleum, the arcane spell list, if you have the labyrinth or tower heritage (or other artificial dungeon), or the primal spell list if you have the archipelago, caverns, leviathan, or tree heritage (or other natural dungeon). You can cast this cantrip as an innate spell, either arcane, divine, or primal as appropriate.

DUNGEON UNITY

FEAT 1

DUNGEON

Dungeons can't survive if they have only a single creature within them alone, even a creature as powerful as a dungeon avatar. They're



unified ecosystems with synergies and teamwork that come together to destroy invaders, and your core and avatar embody that spirit of camaraderie. You gain a +4 circumstance bonus on checks to Aid.

5TH LEVEL

ASCENDANCE OF A BOOK FEAT 5

ARCANE **DIVINATION** **DUNGEON** **EXTRADIMENSIONAL**

Prerequisites tower heritage

Frequency once per day

Requirements You must have a hand free.

There's a giant library somewhere in your dungeon, and you can call forth a tome from the library, causing it to ascend to the top of the tower and then temporarily cross dimensions into your hand. If your next action is to Recall Knowledge the tome appears in your hand, open to an appropriate page. This grants you a +1 status bonus on the Recall Knowledge check. If you roll a critical failure on this check, you get a failure instead. If the roll is successful and the subject is a creature, you gain additional information or context about the creature.

AVATAR'S ADAPTABILITY FEAT 5

DUNGEON

Your avatar has become more and more able to fit in with other creatures of the same ancestry. You gain the Adopted Ancestry general feat for the ancestry that matches your avatar's appearance, and you also gain one 1st-level ancestry feat from the ancestry you chose for the Adopted Ancestry feat. The GM might determine that you can take certain feats that would normally not be allowed with Adopted Ancestry due to your avatar's physiology. For example, a newly-awakened avatar still couldn't take an elf feat that required living for a century, but they might be able to take a lizardfolk feat that required a tail, since they have a tail.

CAUSE FOR ALARM FEAT 5

DUNGEON

You can draw forth magical alarms from within your dungeon to alert you of intruders' presence. You can cast *alarm* once per day as an innate spell. The spell tradition is divine if you have the mausoleum heritage, arcane if you have another artificial dungeon heritage (such as labyrinth or tower) or primal if you have a natural one (such as archipelago, caverns, leviathan or tree).

CAVERNS CLIMBER FEAT 5

DUNGEON

Prerequisites caverns heritage

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 10 feet.

DISINTER FEAT 5

DUNGEON

Prerequisites mausoleum heritage

You call forth an undead corpse from your dungeon, either to use a

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.

weak expendable pawn or to scare another creature. You can cast either *animate dead* or *fear* once per day as a divine innate spell; you can choose which spell to cast each day on the fly; once you've cast either of the spells, you can't cast the other that day either. When casting *fear* in this way, the target sees images of corpses being disinterred.

ISLAND'S TIDES FEAT 5

DUNGEON

Prerequisites archipelago heritage

You can call forth the tides from the islands in your archipelago as you swim, enhancing your swim Speed. Your swim Speed increases to 25 feet.

LABYRINTH OF MAGIC FEAT 5

DUNGEON

Prerequisites labyrinth heritage

Some of the most tricky portions of your inner labyrinth are magical mazes where illusions obscure the clues towards the true exit, and you've learned to call forth these illusory objects from the labyrinth. You can cast *illusory object* once per day as an arcane innate spell.





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!

LEVIATHAN'S PROWESS FEAT 5

DUNGEON

Prerequisites leviathan heritage

As your body and soul become more intertwined with the creature housing your dungeon, your linked attacks become more ferocious. You gain the critical specialization effect for the unarmed attack you chose when you gained the leviathan heritage. Additionally, that unarmed attack gains your choice of the grapple, shove, or trip traits.

SPEAK WITH TREES FEAT 5

DUNGEON

Prerequisites tree heritage

As the avatar of a giant tree, you find it natural to speak with other trees. You can ask questions of, receive answers from, and use the Diplomacy skill with either deciduous or coniferous trees, depending on which type of tree you are. The GM determines which plants count for this ability.

9TH LEVEL

CALL FORTH ROOM FEAT 9

DUNGEON

You pull an unoccupied room (or other similar area) from your dungeon into the world in order to give yourself a safe place to rest. You can cast *cozy cabin* once per day as an innate spell, but the area is shaped like a dungeon room corresponding to your heritage, rather than a cabin, and you conjure it directly from your dungeon. The spell is divine if you have the mausoleum heritage, arcane if you have another artificial dungeon heritage (such as labyrinth or tower) or primal if you have a natural heritage (such as archipelago, caverns, or tree).

CALL FORTH TRAPS FEAT 9

DUNGEON

Prerequisites trained in Crafting

You've learned how to call forth some of the many traps from within your own personal dungeon and bring them to the battlefield. You gain the snarecrafter dedication feat, even if you normally couldn't take another dedication feat until you take more feats from your current archetype. Any time you use quick deployment from the snarecrafter archetype, you are causing the trap to manifest forth from inside of your dungeon, rather than building it quickly, but the mechanics otherwise function the same.

DUNGEON DIVE

FEAT 9

DUNGEON

You interfuse difficult terrain that matches your dungeon with the environment from your dungeon itself, allowing you to progress at a startling rate through such obstructions. If you have the tree heritage you ignore any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede your progress. Instead of applying for difficult terrain caused by plants, this effect applies for difficult terrain caused by shallow water if you have the archipelago or leviathan heritage, or rubble if you have another heritage

DUNGEON DWEOMERS

FEAT 9

DUNGEON

Prerequisites Dungeon Magic or tower heritage

Your magical connection to your dungeon grants you more powerful dweomers, which you can bring forth into the world around you. Select one 1st-level spell and one 2nd-level or lower spell from the same spell list as your Dungeon Magic or tower heritage cantrip. They must be spells to which you have access. You can cast each of your chosen spells once per day as innate spells of the appropriate tradition.

13TH LEVEL

DUNGEON ARMOR FEAT 13

DUNGEON

Frequency once per day

In order to protect your core, you draw forth matter from within your dungeon's walls, floors, and ceiling to form a shell of dense matter that protects your avatar, even as each attack chips through the shell. For 10 minutes, you gain resistance 10 against physical damage, except adamantine. However, each time the resistance applies the resistance value decreases by 1. When the resistance reaches 0 after reducing physical damage 10 times, the effect ends.

DUNGEON VAULT

FEAT 13

CONCENTRATE

CONJURATION

DUNGEON

EXTRADIMENSIONAL

TELEPORTATION

You can send treasure into a mostly-secure vault in your dungeon and retrieve it later. You can spend 1 minute to send your treasure, consisting of items with a total amount of Bulk up to your level, into your dungeon's vault; you can Dismiss the effect to return the treasure back, though otherwise the effect has an unlimited duration. The treasure can't contain any creatures, even if the creature is in an extradimensional space. Time passes normally for the treasure, and the environmental effects of the dungeon apply to it. Though very unlikely, it's possible for a creature in the dungeon to stumble upon your vault and make off with your treasure.

DUNGEON WORLD FEAT 13

AURA

DUNGEON

MENTAL

Frequency once per day

You interpose fragments of the dungeon's geometry and composition



into the world around you, creating a mind-twisting altered space where it's difficult for others to move. For 1 minute, you gain an aura in a 20-foot emanation around you. Enemies who enter the aura (or are in the aura when you activate it) must attempt a Will save against the higher of your class DC or spell DC with the following results. After applying these effects, they are temporarily immune to any further effects of the aura for 1 minute.

Critical Success The creature is unaffected by the warped geometry.

Success Every space in your aura is difficult terrain for the creature for 1 round.

Failure Every space in your aura is difficult terrain for the creature for 1 minute.

Critical Failure Every space in your aura is greater difficult terrain for the creature for 1 minute.

THE DUNGEON'S MAGIC POWER IS OMNIPOTENT

FEAT 13

DUNGEON

Prerequisites Dungeon Dweomers

Your magical connection to your dungeon is so powerful that you have reached its zenith, drawing out spells from your dungeon that would take a skilled wizard or druid to manifest. Select one 3rd-level or lower spell and one 4th-level or lower spell, from the same spell list as your Dungeon Dweomers spells. They must be spells to which you have access. You can cast each of your chosen spells once per day as innate spells of the appropriate tradition.

TREE OF LIFE

FEAT 13

CONCENTRATE DUNGEON HEALING NECROMANCY POSITIVE

PRIMAL

Prerequisites tree heritage

Frequency once per day

Trigger A living creature within 60 feet would die.

You call upon a leaf of the tree of life, anointing the dying creature with healing dew. You prevent the target from dying and restore Hit Points to the target equal to 4d8 plus your key ability modifier. You can't use Tree of Life if the triggering effect was *disintegrate* or a death effect.

17TH LEVEL

FORM OF THE LEVIATHAN

FEAT 17

DUNGEON

Prerequisites leviathan heritage

By stretching your body's capacities to their limits, you can briefly take a form paralleling the mighty creature housing your dungeon. You can cast *monstrosity form* once per day as an innate primal spell, with some adjustments. The casting time is three actions instead of two, the duration is 3 rounds instead of 1 minute, and when the duration ends, you're fatigued for 10 minutes. The form you take uses one of the three options from *monstrosity form*, chosen when you take this feat to match the monster housing your dungeon. If necessary, work with your GM to change the damage type and name of the listed

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.

unarmed attacks to match the dungeon as well, keeping the other statistics of the form the same. For instance, if your dungeon is inside a giant magma snake, you might use the purple worm form, changing the jaws to fangs that still do piercing damage and the stinger to a tail that deals bludgeoning damage and persistent fire damage.

INTO THE DUNGEON

FEAT 17

CONJURATION DUNGEON EXTRADIMENSIONAL INCAPACITATION

TELEPORTATION

Frequency Once per day

You draw a foe into your inner dungeon, leaving them to wander the many paths until they find a way out. Choose a target within 30 feet. The target attempts a Will save against the higher of your class DC or spell DC, with the following effects. Teleportation magic doesn't help the creature escape unless the magic can transport across planes, such as plane shift. When the spell ends, either because the target escaped or the duration ran out, the target returns to the space it occupied when it was banished, or to the nearest space if the original is now filled.

Critical Success The target isn't drawn into the dungeon.

Success The target is briefly drawn into the dungeon, but they are right near an exit. They vanish into the dungeon, but on their turn they can spend 1 action to escape.

Failure The target is drawn into the dungeon. Once each turn, the target can spend 1 action to attempt a Survival check or Perception check against Into the Dungeon's DC to escape.

Critical Failure As failure, except the target must critically succeed on a Survival or Perception check to escape, or succeed on two Survival or Perception checks. If the target has succeeded at one of the required Survival or Perception checks and then critically fails, they lose their previous success and have to start over.

Special This feat gains the divine trait if you have the mausoleum heritage, arcane if you have another artificial dungeon heritage (such as labyrinth or tower) or primal if you have a natural one (such as an archipelago, caverns, leviathan, or tree).





OVERLORD

FEAT 17

UNCOMMON CONJURATION DUNGEON EXTRADIMENSIONAL TELEPORTATION

Prerequisites 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. Once per day, you can spend 1 minute to create a gateway into the safe portion of your dungeon. The entrance is a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you cast the spell. Once inside, you can shut the entrance, making it invisible. You and the creatures you designated can reopen the door at will, just like opening a physical door. The gateway lasts until you spend 1 minute to move it to another location. Inside, the dungeon floor you've turned into your stronghold is decorated to match your taste, though it keeps to the theme based on your heritage (a private island for an archipelago dungeon, a floor of a giant tower for a tower dungeon, and so on). The floor's area depends on the specifics of your dungeon and the floor you chose, which are determined by your GM, but they should typically be at least 1,600 square feet of floor space, and most dungeon floors are significantly larger. While using the floor as your stronghold, you sequester it from other intruders, making it virtually impossible to leave or enter the floor, even from other floors in the dungeon (typically those who attempt to do so bypass the floor entirely and skip to the next floor past it). While the entrance from the outside is closed, effects from outside fail to penetrate it, and vice versa, except for plane shift, which can be used to enter the dungeon as normal. You can use scrying magic and similar effects to observe the outside only if they're capable of crossing planes. A staff of monsters

attends to your guests within the stronghold, works to farm or otherwise collect food on the dungeon floor, and cooks meals for the guests, able to feed delicious and filling meals for up to 150 people a day.

Special This feat gains the divine trait if you have the mausoleum heritage, arcane if you have another artificial dungeon heritage (such as labyrinth or tower) or primal if you have a natural dungeon heritage (such as archipelago, caverns, or tree).

THE UNWANTED UNDEAD TEMPEST FEAT 17

DUNGEON

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 the undead; in fact, it kills two birds with one stone because you'd probably rather not have them haunting the place anyway. You can cast *tempest of shades* from *Pathfinder Secrets of Magic* as an innate spell once per day. The spell is divine if you have the mausoleum heritage, arcane if you have another artificial dungeon heritage (such as labyrinth or tower) or primal if you have a natural dungeon heritage (such as archipelago, caverns, leviathan, or tree).



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Afflict foes with your accursed gaze.

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Disguise as an ordinary statue.
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