Layout:

- What are loops: http://ctrl500.com/tech/handcrafted-feel-dungeon-generation-unexplored-explores-cyclic-dungeon-generation/

- Simple dungeons: https://www.youtube.com/watch?v=5tpRLEfKCTs

- Dungeon concepts:

  - Cyclic dungeons: https://sersavictory.itch.io/cyclic-dungeon-generation

  - 3-step dungeons: https://www.bastionland.com/2018/10/three-step-dungeons.html

1. A beefed up version of the regular concept.

2. .Adding an "opposite" element to the monster, such as a hyper-intelligent variant of a previously dumb monster, or a pacifist version of a hostile monster.

3. Adding a load of basic monsters.

4. An environment that makes things more difficult for the players.

5. A restriction on how the players can act.

6. Removing a safety net that was previously in place.

7. Remember to put a reward in there, Treasure being the most obvious but even just passage to a new area would work.

8. You can have simpler areas in between that don't require introductions or just give some clues for the larger dungeon.

9. You can include basic elements that don't require explanation or previously introduced concepts.

10. Introduction to a concept

- ADnD dungeon generator:
  https://whosemeasure.blogspot.com/2021/08/appendix-dungeon-generator.html

- Jacquaying:
  https://thealexandrian.net/wordpress/13103/roleplaying-games/jaquaying-the-dungeon-part-2-the-jaquays-techniques

0. LoOps
1. **MULTIPLE ENTRANCES**
2. **MULTIPLE LEVEL CONNECTIONS**
3. **DISCONTINUOUS LEVEL CONNECTIONS:**
4. **SECRET & UNUSUAL PATHS:**
5. **SUB-LEVELS**
6. **DIVIDED LEVELS**
7. **NESTED DUNGEONS**
8. **MINOR ELEVATION SHIFTS**
9. **MIDPOINT ENTRY**
10. **NON-EUCLIDIAN GEOMETRY:**
11. **EXTRADIMENSIONAL SPACES**

12. Rooms within rooms - curtains, panels.
13. A main plane of action - if there are levels, keep them to maybe three.
14. Downward Verticality - pits, dips, traps, stairs. You are below the main plane.
15. Upward verticallity - ceiling beams, roof tiles, tree branches, balconies.
16. Swingy things.
17. Held Kinetic Energy - have gone over this, the Errol Flyn shit.
18. Hidy Places - piles, pillars, inner walls, things to be under or behind.
19. Grabby Objects - traps but also anything to be tangled in or trapped by.
20. SweepAway Elements - Things that can move you unexpectedly out of the area, and into another, linked or thematic area. You fall through the floor into the Duchesses room, a portal to a nearby hidden room, thrown into a boat, knocked into the Seraligo of blind eunachs etc.

Rooms:
- Courtney Campbell's Tricks, Empty Rooms and Basic Trap Design:
  https://www.drivethrurpg.com/en/product/269764/tricks-empty-rooms-and-basic-trap-design
- Wasitlikely's automated indoor terrain generator: https://perchance.org/indoor-terrain

Traps: https://www.bastionland.com/2018/08/34-good-traps.html

Treasures: https://www.drivethrurpg.com/en/product/146862/hack-slash-blog-compendium-ii
(paywall)

Secret Doors:
http://goblinpunch.blogspot.com/2018/08/a-comprehensive-guide-to-secret-doors.html

secret door triggers:
https://beyondtheblackgate.blogspot.com/2009/08/megadungeon-random-trap-disarming-table.html?m=1

Interactive Combat Arenas:
http://falsemachine.blogspot.com/2017/07/held-kinetic-energy-in-old-school.html

1. **Windmills and Watermills**
2. **Forges or anything based around fire**
3. **Dams or anything holding back a large pressure.**
4. **The shipyard with the ship about to launch**
5. **The building site, especially if they are building something tall and *heavy*, things to fall, drop, cut, release, swing on and cause to interact with each other.**
6. **A traffic jam in an urban environment**
7. **PORTALS! Like every Derping Age (early-21stC) action movie. Someone has opened a portal, and possibly there is more than one, so now we can hop about between the portals and things can fall in and out of them with ridiculous physics affects.**
8. **the classic Rope Bridge.**
9. **Magic of course lets you replace ropes and tackle with almost any kind of element. Maybe the poetic chanting of the verse monks is keeping this kinetically complex temple/object up in its position and if you interrupt or _change_ the chants then its configuration will shift.**

Details: https://whosemeasure.blogspot.com/2021/03/listed-assumptions-as-dungeon.html

Final checklist: https://goblinpunch.blogspot.com/2016/01/dungeon-checklist.html

Locks (from Errant https://errantrpg.carrd.co/):

Lockpicking

Picking a lock requires burglar's tools, and selecting the correct LOCKPICKING actions in the correct order. These actions are *twist*, *tap*, and *turn*. Every lock requires three actions to unlock; no action is ever used in a row. Upon selecting the wrong action, the lock will become *stiff*. Once a lock becomes *stiff*, it remains so until it is unlocked. If the wrong action is chosen while the lock is *stiff*, the lock is *jammed* and becomes unable to be unlocked.

If a character is trying to open a lock during INITIATIVE TURNS, each LOCKPICKING action counts as one action.

Locks of the same type are all opened the same way (e.g. if the pattern for a tin lock is *twist*, *tap*, and *turn*, all tin locks are opened by *twist*, *tap*, and *turn*).

Modifiers can increase the diversity of lock types without increasing the complexity of solutions. For example:

Cracked - for the first action, any action taken will be correct.

Weathered - ignore the first time a lock would become *jammed*.

Secured - the first wrong action causes the lock to become *jammed*.

Spiked - each wrong action deals D4 *damage* to the lock picker.

To generate a lock, roll a D12 for each column.

D12	Lock Type	Actions	Modifier
1	Strange	*Twist, Tap, Twist*	Spiked
2	Adamantine	*Twist, Tap, Turn*	Spiked
3	Mythril	*Twist, Turn, Twist*	Secured
4	Diamond	*Twist, Turn, Tap*	Secured
5	Dwarven	*Tap, Twist, Tap*	Weathered
6	Elvish	*Tap, Twist, Turn*	Weathered
7	Steel	*Tap, Turn, Twist*	Cracked
8	Iron	*Tap, Turn, Tap*	Cracked
9	Brass	*Turn, Twist, Tap*	Normal
10	Copper	*Turn, Twist, Turn*	Normal
11	Tin	*Turn, Tap, Twist*	Normal
12	Crude	*Turn, Tap, Turn*	Normal

Strange locks are anything out of the ordinary: crystal, organic, magical, clockwork, etc.