

Dungeon Brainstormer

<i>Theme → Category ↓</i>	<i>Wizard's Ruined Stronghold</i>	<i>Classic D&D</i>	<i>New players</i>	<i>Only just opened</i>
Monsters	Animated statues & automata Skeleton's Wizard's ghost	Goblins Orcs G. cube Green slime Trolls Skels & zombies	1-2 goblins 'Signpost' strong monsters with bones etc	Undead Magical guardians
Traps	Magic missile barrage zones Something that gates in demons	Pits Arrow-in-wall Deadfall Tripwire	'Signpost' traps e.g. is broken and hence obvious Written warning on walls Skeletons/corpses	
Treasures	Scrolls Potions Wands MU-specific stuff	Swords Arrows Potions	Healing potions, labelled	Potions & scrolls destroyed by age Coins from earlier eras
Puzzles	Arcane runes (decode/find pattern) Find correct path thru teleporters	Secret doors Hidden treasures (inside or under) Magic mouth sets riddle	Secret door left open	Secondary seals
Feature Rooms	"Frankenstein" lab Giant chemical vessels Summoning circles	Tunnel sloping down Statues etc. Animate after a while	Healing room	Room with information about the history of the dungeon
“Dressing”	Alembics, retorts etc Burnt-out runes & glyphs Magic lights	Bones Burnt-out torches	Advice scrawled on wall	Dust, etc, in unused areas Signs of other entrances
NPCs	Imprisoned ghost Friendly ghost Apprentice's ghost Talking head/body in a cage or tank Talking mirror		Fellow adventurer (higher-level thief)	"Last engineer" dead w/ note
Links	Wizard's tomb (or is he really dead)	Lower levels	Lower level near entrance (so I can explain "levels" idea)	Outside Caves Mausoleum