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## Introduction

### **What is this?**

- This generator creates system-neutral classic-style dungeons and caves for any fantasy TTRPG.

### **How to use this? A step by step guide**

- Start by choosing to either create a cave or dungeon (both may lead to the other later). Go to the corresponding page and tables: p.2 & tables A for dungeons, p.5 & tables D for caves.
- Start by rolling to determine the entrance type (A1 & D1). Roll the type of dungeon/cave if you want a more specific theme for the whole structure (A2 & D2).
- Afterwards roll the first room of the first level (A3 & D3) and roll for the stocking of the first room (B2 & E2). Additionally roll for dungeons the door type (B5) and for caves stone type (E5) of the first room.
- Each square is 10x10 feet. Each opening, marked by arrows, leads to a new room which has to be approached and explored to reveal its form and contents.
- To create a new room at an opening, roll sequentially 4D6:
- The first D6 determines if the room is a corridor or chamber and door for dungeons (B1 & C1), or if it's a tunnel or cave and the type of offset between both rooms for caves (E1 & F1).
- The second and third D6 determine the shape of the according room type (B1, C1, E1 & F1). Rotate the rooms to fit the map layout and ensure proper connections to adjacent rooms. Create as many loops as possible (Jaquaysing a dungeon). If a new room shape overlaps an existing room, adjust the new room's shape to fit the space and connect room openings if existent.
- The fourth D6 determines the stocking / content of room (B2, C2, E2 & F2).
- Additional rolls of various dice may be needed afterwards to further determine specific room features, monsters, treasures and other elements. These may also require extra rolls to create even more specific and unique elements.
- Tables are stated to help with cross-referencing.

### **What are levels and their purpose?**

- When entering a new dungeon/cave you are on level 1. Stairs, ways or chasms lead down to deeper levels (2,3,4,5 etc.). Deeper levels have better chances for bigger treasures or veins (see H8 & I3), but also more dangerous foes.

### **Monsters and their behavior!**

- When you determine a monster for a room, use the table for the correct level (f. e. G2 for the first level).
- After you determined the type and number of a monster, also roll on the reaction roll for the monster.
- Intelligent monsters are also part of a faction. When first encountered create a name for them. If the same type of monster is encountered again, there is a 5 in 6 chance they are part of an already existing faction, or otherwise of a new one.

*Example: 4 Goblins are encountered. They are part of a faction with a name you determine, let's say Rotfangs. If we encounter goblins again, there is a 5 in 6 chance they are part of them.*

### **What does (x/6) mean?**

- (x/6) means a chance of x on a D6 the element exists  
*Example: A (2/6) feature in addition to a monster in a room means on a roll of 1 or 2 on a D6 that is rolled a feature exists and has to be determined. On a 3-6 no feature is present.*

### **How to reduce the dungeon size?**

- If you want to reduce the dungeon size, pick the lower combination of the two dice from your shape roll  
*Example: For a new room you rolled a 3,6 & 1, 5. The 3 means we have a corridor behind a doorless opening. Instead of corridor 61 for the shape roll we take the lower combination of 16. The fourth die, the 5, means the corridor is empty.*

### **What are the differences between dungeons and caves?**

- Dungeons are build structures with smoother walls and clearer corners. Doors or doorframes divide rooms, that are filled with mostly built features. Monsters as well as humanoid factions gather and defend treasures the adventurers will want to plunder.
- Caves on the other hand are natural structures, that have natural floors and walls. Rooms are divided by vertical offsets between them and are often filled with natural features. Instead of treasures, veins offer rare resources to harvest. Caves are mostly filled with monsters and less humanoid monsters.

### **What to make of weird results?**

- Use common logic in addition with the results of the generator! You can pre-roll the whole dungeon or adjust elements on the fly if they break the immersion of a functioning space. These tables are just a starting point and don't set anything in stone. Feel free to change, expand or trim the results as you like if it makes the dungeon a more immersive, interesting and dynamic place! You make the dungeon truly alive and special! And most of all have fun while creating and sharing them with your friends and the community.

***Thanks to r/osr, the Arcane Library, Questing Beast, Fiona, Jack, Sven, Julius, Lars & you!***

***Fonts: Baskerville; Brokenscript***

# A-C | Classic Dungeons

**Finding a new Dungeon:** Roll on A1 for the entrance and A2 for the type of dungeon (Note effect)  
**Entering a new Level:** Roll on entrance chamber A3, door type B5 and corridor stocking B2  
**Entering a new Room:** Sequentially roll 4D6 + Additional rolls afterwards



**Room Type (D6):**  
**1-3: Corridor B1**  
**4-6: Chamber C1**

**Room Shape (2D6):**  
**First D6: Tens digit (10,20 etc.)**  
**Second D6: Ones digit (1,2 etc.)**

**Content (D6):**  
**For Corridors B2**  
**For Chambers C2**

**Additional rolls (D6,8,20):**  
**Used to further define what is encountered**

## A1: Dungeon Entrance (D12)

The close surroundings of the entrance of the dungeon. The entrance has a (1/6) chance of a monster in front of it G2.

1. In a magical archway portal
2. Under weird alienlike ruins
3. In overgrown formations
4. Under temple ruins
5. Under tower ruins
6. Between ruined archways
7. Between rocks
8. At the bottom of a crater
9. Stairs under a big statue H2
10. In fortress ruins
11. In the side of a hill
12. Roll again on D1

## A2: Dungeon Type (2D6)

### 2. Vault:

•Monsters & treasure H3 doubled

### 3. Arcane lair:

•Halls transformed by arcane effects.  
If a 6 is rolled on C2 , roll on I2

### 4. Forgotten ruins:

•Roll a D12 for monster stocking instead of a D20

### 5. Overgrown ruins:

•If you roll a 6 on B2 or C2, the room contains D4 flora I6 & fauna G7

### 6. Catacombs:

•If you roll a 6 on B2 or C2, the room contains D4 burial alcoves H1

### 7. Ruins:

•A former community, now in ruins

### 8. Stronghold:

•If you roll a 6 for stocking, the room contains a barricade

### 9. Temple:

•If you roll a 6 on C2 stocking, there is a 1/6 chance for a shrine H6

### 10. Cursed ruins:

•Monster stocking begins at G3 instead of G2. Treasure roll H8 +3

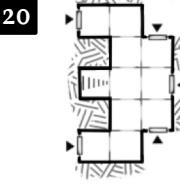
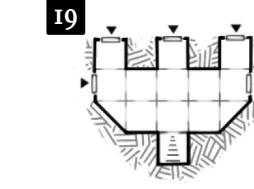
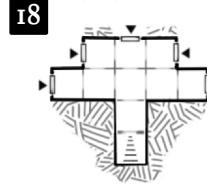
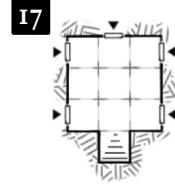
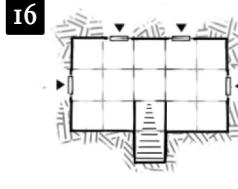
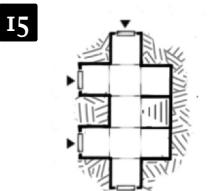
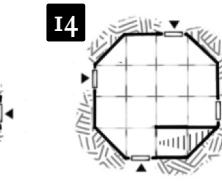
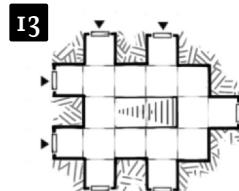
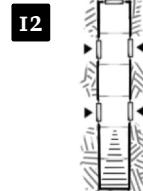
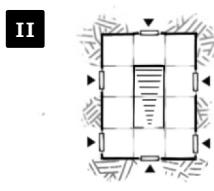
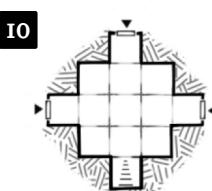
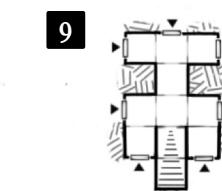
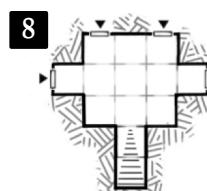
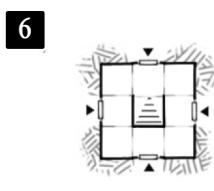
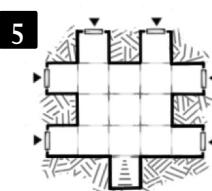
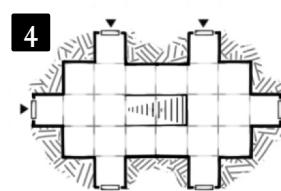
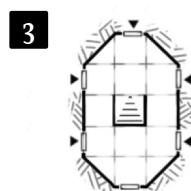
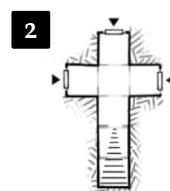
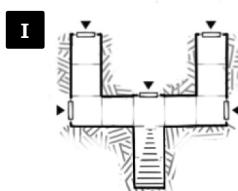
### 11. Transformed ruins:

•If you roll a 6 on C2 for stocking, the openings of the chamber lead to cave rooms D-F

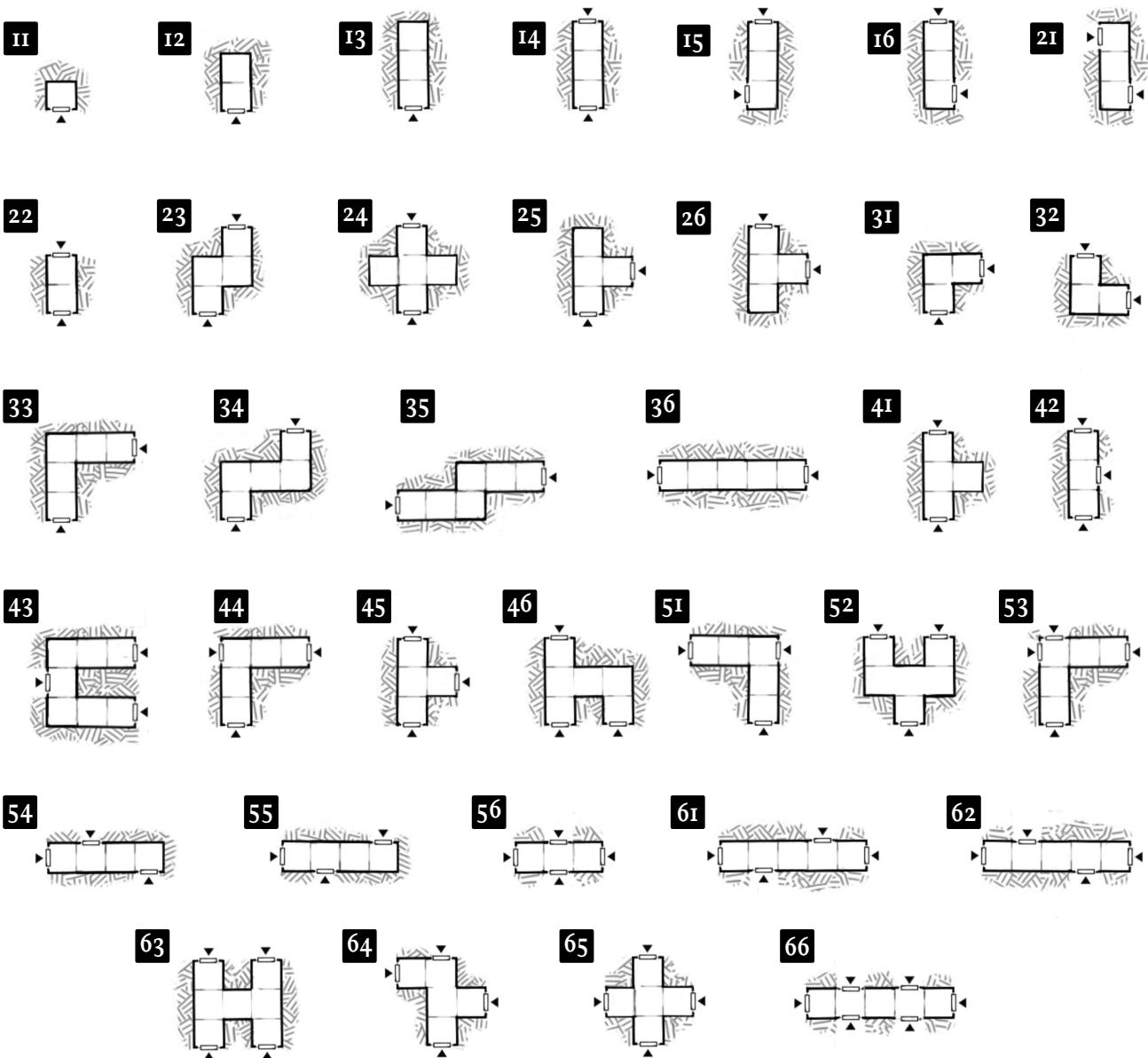
### 12. Ancient ruin:

•If you roll a 6 on B2, roll an obstacle E4 for the room

## A3: Entrance Chamber (D20)



## B1: Corridors (1.Locked door; 2. Door; 3. No door)



### B2: Stocking Corridors (D6)

1. Monster + (2/6) Feature B3
2. Feature B3
3. Trap B4
4. Change of door type B5
5. Nothing
6. Nothing (or Type effect)

### B5: Door Types (D10)

Type of doors between rooms

1. Wooden
2. Rusty metal
3. Smooth stone E5
4. Metal plates
5. Portcullis
6. Grating
7. Rotting wood
8. Engraved metal
9. Engraved stone
10. Ironbound wooden

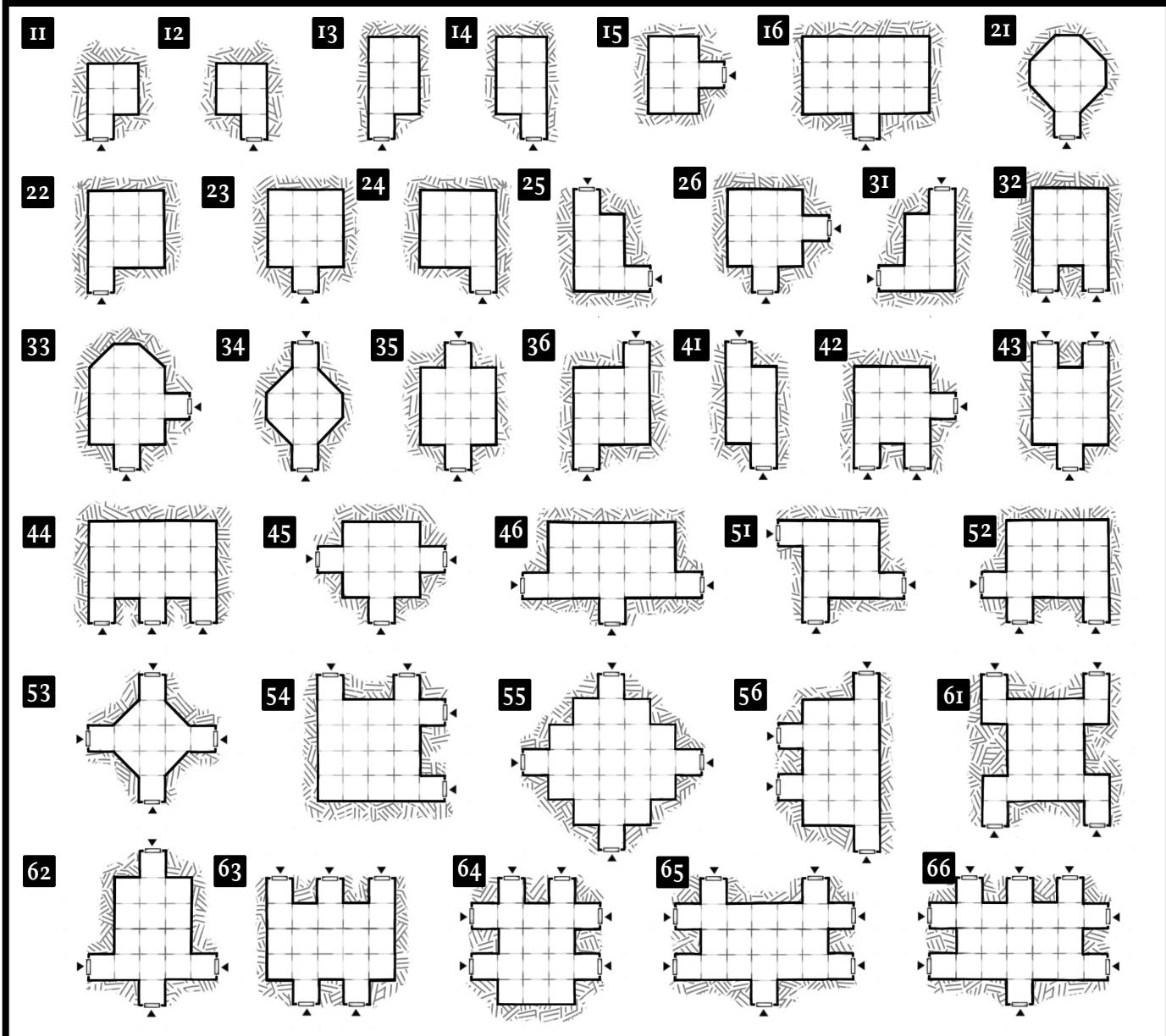
### B3: Corridor Feature (D20)

1. Reroll + Trap B4
2. Already activated trap B4
3. Floor full of mud
4. Piles of rubbish or rubble
5. Puddle of I7
6. Chest H5
7. Barricades
8. Collapsed corridor E4
9. Small Hole (D6 ft. deep)
10. D4 Flora I6
11. Wall fountain with I7
12. Small stairs
13. Wall shrine H6 (2/6 intact)
14. D4 Burial alcoves H1
15. Fresco H7
16. Nonsense graffiti
17. Fauna I6
18. D4 Containers H4
19. D6 Carcasses of G2
20. Secret Room H3

### B4: Trap (D8 triggering D12)

1. Pressure Plate ...
2. Tripwire ...
3. False treasure ...
4. Detection Glyph ...
5. Light detecting crystals ...
6. Lever ...
7. Fake Corridor feature ...
8. Touch sensitive walls ...
1. ...Lightning Bolt
2. ...Frostbolt
3. ...Arrow trap
4. ...Sinkhole
5. ...Spike trap
6. ...Falling rubble
7. ...Sawing Blades
8. ...Flames
9. ...Poison Cloud
10. ...Acid-Blast
11. ...Spear pit
12. ...gas I8

## C1: Chambers (4. No door; 5. Door; 6. Locked door)



### C2: Stocking Chamber (D6)

1. Feature C3 + Monster
2. Feature+Monster+Treasure
3. Feature C3 +Treasure H8
4. Feature C3
5. Feature C3 +Special C4
6. Nothing (or Type effect)

### C3: Chamber Feature (D20)

1. Roll Twice
2. Campsite
3. D10 carcasses of G2
4. Fresco H7
5. D4 Burial alcoves H1
6. D4 Chests H5
7. D6 Barricades
8. D8 Columns
9. D4 Statues H2
10. D6 Flora I6
11. D4 Tables + benches
12. Trap B4
13. D8 containers of H4
14. Garbage dump
15. Nest of fauna I6
16. D6 Beds
17. Stairs (1-5. -1 lvl, 6.+1 lvl)
18. Fountain filled with I7
19. Altar H6
20. Secret room H3

### C5: Re-Stocking Chamber (D6)

Roll on this Chart if you enter an existing chamber again after some days passed to simulate passage of time.

1. Monster+Treasure D7
2. Monster
3. Natural Deterioration
4. Nothing
5. Nothing
6. Nothing

### C4: Chamber Special (D20)

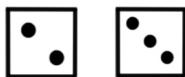
1. (Mini-) Bossroom G6
2. Magical corrupted with I2
3. D6 Traps B4
4. Arcane Laboratory
5. D4 Dungeon cells with G2
6. Hole (-D4 levels)
7. Bookshelves & D20 books
8. Big pool with liquid I7
9. Armory with D20 weapons
10. Torture chamber
11. Ritual site
12. Alchemy laboratory
13. D8 Armor stands
14. Door to cave-system D-F
15. D8 Flora I6 & fauna G7
16. D6 Chests H5 & throne
17. D10 Coffins H1 & obelisk
18. Floor mosaic of H7
19. Workshop
20. Blacksmith forge

# D-F | Fantasy Caves

**Finding a new Cave:** Roll on D1 for entrance and D2 for cave type

**Entering a new Level:** Roll for entrance shape D3, stone type E5 and tunnel stocking E2

**Entering a new Room:** Sequentially roll 4D6 + Additional rolls afterwards



**Room Type (D6):**  
1-3: Tunnel  
4-6: Cave

**Room Shape (2D6):**  
First D6: Tens digit (10,20 etc.)  
Second D6: Ones digit (1,2 etc.)

**Content (D6):**  
For Tunnels G2  
For Caves H2

**Additional rolls (D6,8,20):**  
Used to further define what is encountered

## D1: Cave Entrance (D12)

The close surroundings of the entrance of the dungeon. The entrance has a (1/6) chance of a monster in front of it G2.

1. Narrow crack in hillside
2. Bottom of a Sinkhole
3. In ruined mineshaft
4. Bottom of a pit
5. Side of a canyon
6. In overgrown formations
7. In hollow tree
8. In hollow stone
9. Between rocks
10. Next to a standing stones
11. Half-submerged in lake
12. Roll again on A1

## D2: Dungeon Type (2D6)

### 2. Crystal Caves:

- On a roll of 6 on F2 the room contains D6 giant crystals

### 3. Icy tubes:

- On a roll of 6 on F2 the room contains a solid formation of I7

### 4. Dungeon Entrance:

- On a roll of 6 on F2 the room openings lead to dungeon rooms A-C

### 5. Old Mine:

- Veins contain +D6 units

### 6. Grotto:

- On a roll of 6 on F2 the room contains a D6 ft. deep pool of I7

### 7. Natural Cave:

- A natural cave formed by water

### 8. Blooming Cavern:

- On a roll of 6 on E2 or F2 the room contains D4 flora I6

### 9. Outpost:

- Roll a D20 for monster stocking instead of a D12

### 10. Beast Lair:

- Monster stocking begins at G3 instead of G2. Vein roll I3 +3

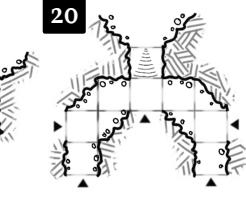
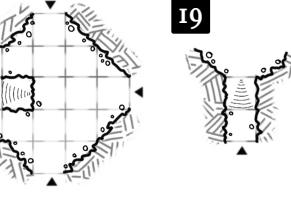
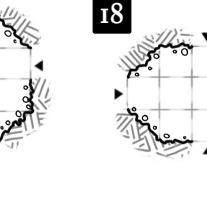
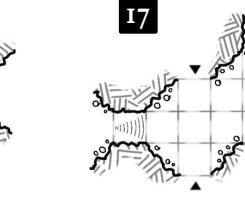
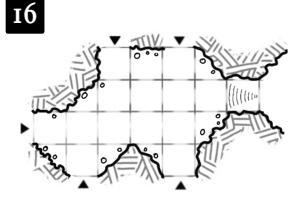
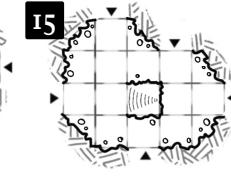
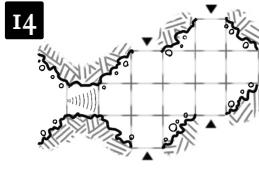
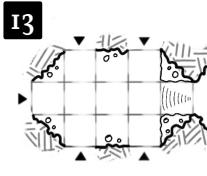
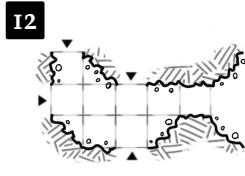
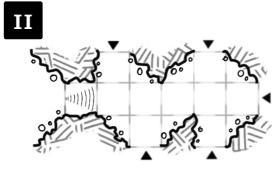
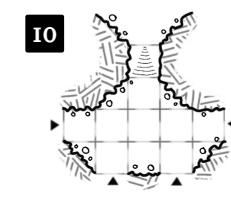
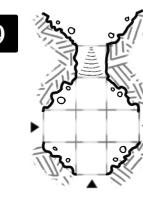
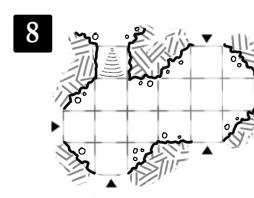
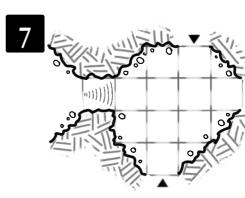
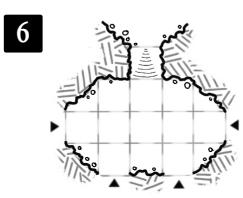
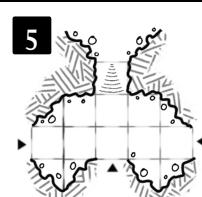
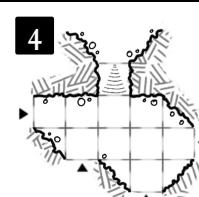
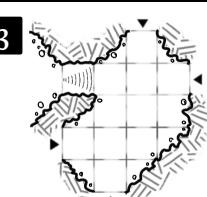
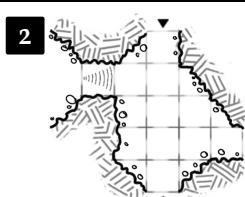
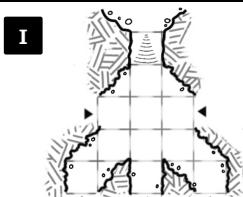
### 11. Magma Tubes:

- On a roll of 6 on F2 the room contains a D6 ft. deep pool of lava

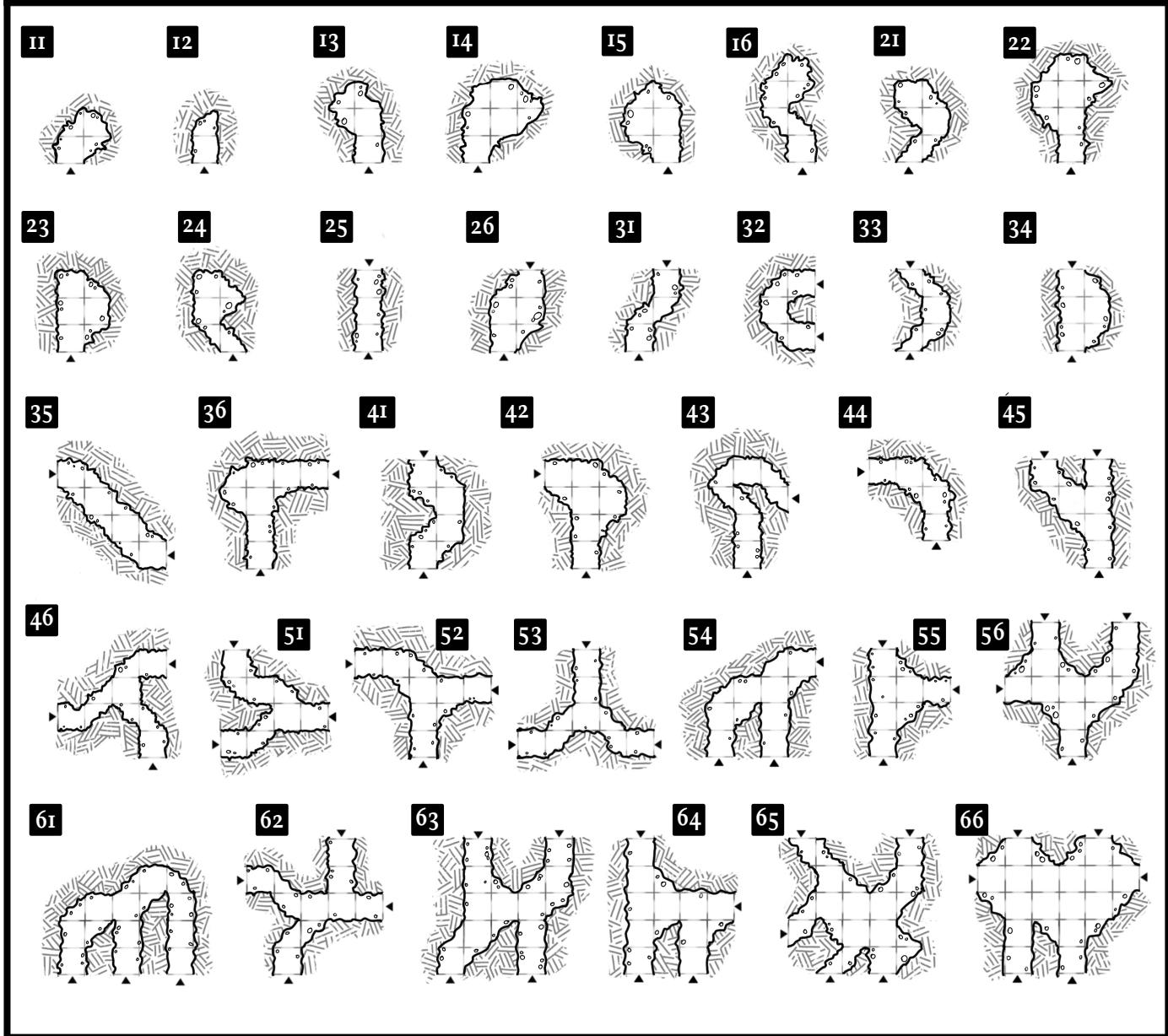
### 12. Alien Hive:

- If you roll on monster, flora, gas & liquid tables, roll twice and combine both: e.g Stirge-Headed zombies

## D1: Entrance Hall (D20)



## E1: Tunnels (Small Vertical offset 1. Up; 2. Down; 3. None)



### E2: Stocking Tunnel (D6)

1. Monster +(2/6) Feature E3
2. Feature F3
3. Feature E3 + Obstacle E4
4. Obstacle E4
5. Nothing
6. Nothing (or Type effect)

### E5: Types of Cavestone (D10)

Stone the caves are made of

1. Limestone (grey, fossil-rich)
2. Basalt (dark, absorb sound)
3. Sandstone (brown, crumbly)
4. Granite (grey, cold)
5. Marble (light, smooth)
6. Starstone (blue, echoes)
7. Chalk (pale, soft)
8. Obsidian (black, hard)
9. Serpentinite (Green, magical)
10. Gloamstone (red, warm)

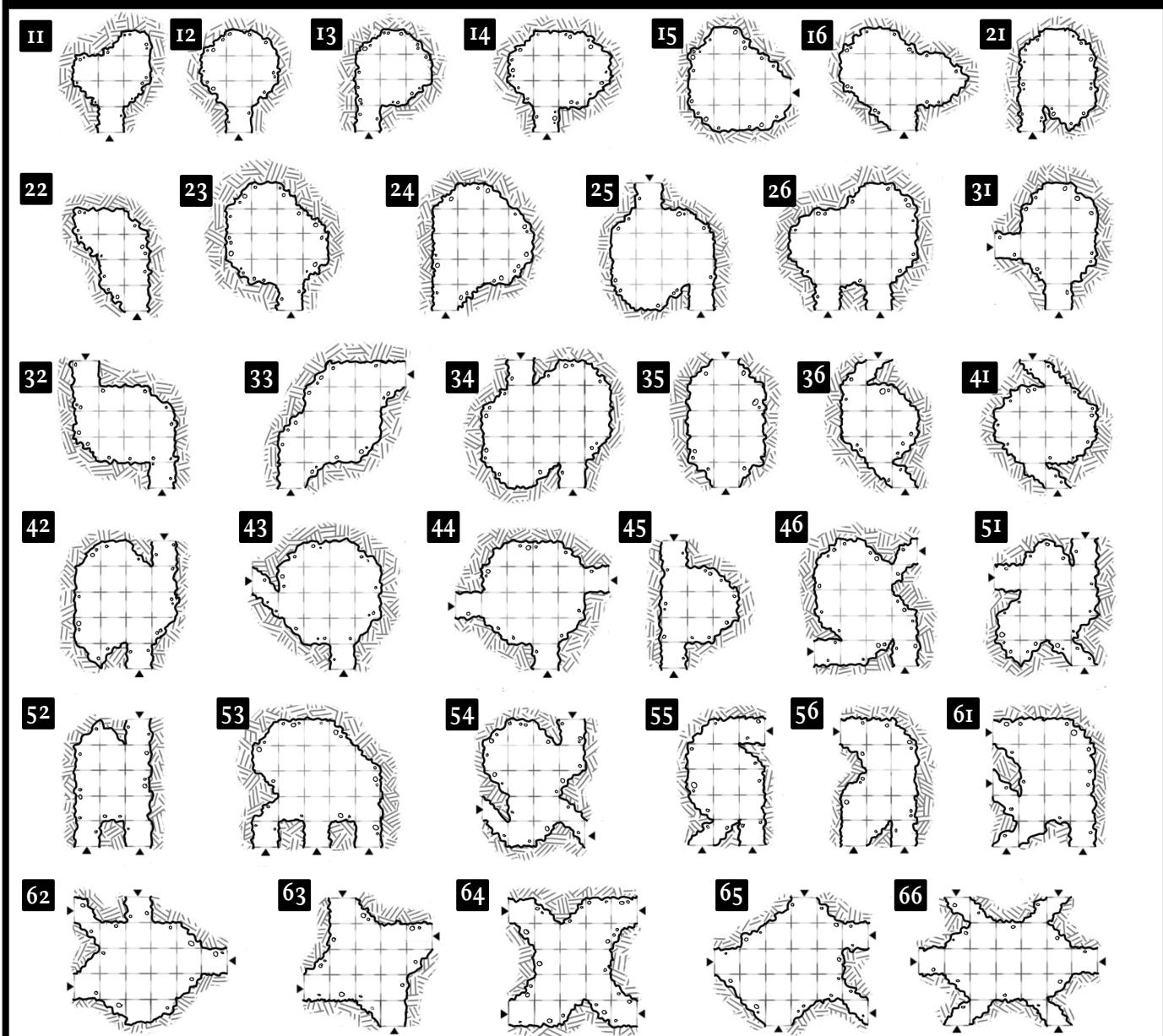
### E3: Tunnel Feature (D20)

1. Roll twice
2. Cloud of gas I8
3. Glaslike smooth walls
4. Overgrown with moss
5. Small vein of D4 units I3
6. D4 obstacles E4
7. Cave curio I4
8. Central hole (-3D6 ft.)
9. D4 Solid ice vein of I7
10. D4 Flora I6
11. Territorial claw markings
12. Extremely bad smell
13. Change of cavestone E5
14. Puddle of I7
15. Full of pebbles of E5
16. Fossil mural walls
17. Fauna G7
18. D6 Dung piles
19. D6 Bone piles
20. Secret Cave H3

### E4: Obstacle (D20)

1. Thermic vents (really hot)
2. Sloping (-5 ft.)
3. Steep (+5 ft.)
4. Submerged in I7 (-5 ft.)
5. Crumbly (falling rocks)
6. Soot deposit (absorb light)
7. Wind holes (really cold)
8. Narrow (easy squeeze only)
9. Sharp walls (might cut)
10. Small (crawl only)
11. Slippery (danger of fall)
12. Windy (extinguish fire)
13. Muddy (clings&dries fast)
14. Sand floor (hard to move)
15. Vertical offset is 2d6 ft. E1
16. Webbed (might get stuck)
17. Blocking pile of rubble
18. Dripping ceiling of I7
19. Chokepoint (squeeze only)
20. Blocking growth of D6 I6

## F1: Cave (Small Vertical offset 4. None; 5. Down; 6. Up )



### F2: Stocking Cave (D6)

1. Feature F3 + D6 Vein I3
2. Feature F3 + Monster
3. Feature F3 + Monster
4. Feature F3 + Special F4
5. Feature F3
6. Nothing (or type effect)

### F5: Re-Stocking Caves (D6)

Roll on this chart if you enter an existing cave again after some weeks passed to simulate passage of time

1. Monster
2. Natural Deterioration
3. Natural Growth
4. Nothing
5. Nothing
6. Nothing

### F3: Cave Feature (D20)

1. Roll Twice
2. Fossilized G4
3. Solid formations of I7
4. D20 Stalagmites/ctits
5. D8 Fungitrees
6. Basalt columns
7. Flowstone formations
8. Coral stone formations
9. D6 Big boulders of E5
10. D6 Flora I6
11. Cave Curio I4
12. Vein 3D6 I3
13. Geothermal vents of I8
14. Fauna G7
15. Chasm (-D4 levels)
16. D4 obstacles E4
17. Slope (1-5.-1 lvl; 6.+1 lvl)
18. Small lake filled with I7
19. D6 Piles of dirt
20. Secret cave I1

### F4: Special Cave (D20)

1. (Mini-) Bossroom G5-G6
2. Geyser spraying I8
3. Doors to dungeon A-C
4. Lake & -fall of I7
5. Fauna G7 & D6 flora I6
6. D8 Uranium (radioactive)
7. D8 Sulfur vein (explosive)
8. Strong echo cave
9. Big central fossil of G5
10. Aquifer formations
11. Intervention I5
12. D4 Cave curios I4
13. Bubbling spring of I7
14. Central river of I7
15. D6 giant cocoons of H1
16. Arcane cave I2
17. 6D6 Vein of I3
18. D6 Obstacles E4
19. D20 Giant crystal clusters
20. Chasm to the deep dark



## G: Monsters

G2: Upper Levels (D12/D20)
1. Insect Swarm (D4)
2. Giant Rat (2D6)
3. Giant Bats (2D6)
4. Stirges (2D6)
5. Giant Centipede (D6)
6. Giant Beetle (D6)
7. Wolves (D6)
8. Giant Spiders (D6)
9. Slime (D4)
10. Snakes (D6)
11. Yellow Mold (D6)
12. Cave Locusts (D6)
13. Zombies (D6)
14. Animated Skeletons (2D6)
15. Goblins (3D6)
16. Bandits (2D6)
17. Kobolds (3D6)
18. Adventurers (2D6)
19. Hobgoblins (2D6)
20. Berserkers (2D6)

Explanation
• <b>D20</b> for Dungeons or populated cave types on G2-G6
• <b>D12</b> for Caves or unpopulated dungeons on G2-G6
• For upper levels <b>1-2</b> use G2, for <b>3-4</b> central levels G3, for <b>5+ G4</b>
• Roll a reaction roll G1 every time you encounter monsters
• For levels <b>1-2</b> use G5 if you roll a Bossroom, below that roll a <b>D6</b> if you find a Bossroom:
<b>1-3.</b> Miniboss G5
<b>4-6.</b> Roll a boss on G6
• Minibossrooms contain <b>D4</b> treasure H8, Bossrooms contain <b>4D6</b> treasure H8

G1: Reaction Table (2D6)
Organized beings <b>13-20</b> on G2-G4 are part of factions. Encountering another group of the same type, there is a <b>5/6</b> chance they are part of an already encountered faction.
<b>2. Immediate ambush</b>
<b>3. Hostile/Engage</b>
<b>4. Hostile/Alert</b>
<b>5. Hostile/Threaten</b>
<b>6. Uncertain/Threaten</b>
<b>7. Uncertain/Suspicious</b>
<b>8. Uncertain/Confused</b>
<b>9. Neutral/Curious</b>
<b>10. Neutral/Unaware</b>
<b>11. Interested/Unaware</b>
<b>12. Friendly/Inactive</b>

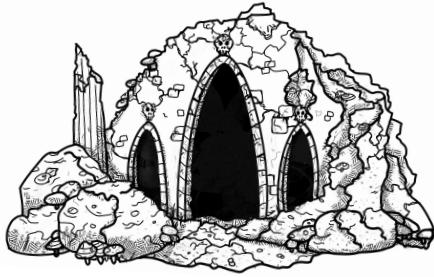
G3: Central Levels (D12/D20)
1. Roll on G2 (Dice x2)
2. Gelatinous Cubes (D4)
3. Shadows (D8)
4. Insect Hulker (D8)
5. Carcass Crawler (D4)
6. Ghouls (D6)
7. Giant Lizard
8. Flail snail (D4)
9. Giant insect (2D6)
10. Giant cave toad (D8)
11. Bear (D4)
12. Giant Snake (2D4)
13. Pixies (2D6)
14. Wights (D8)
15. Harpys (2D4)
16. Gnolls (2D6)
17. Troglodytes (2D6)
18. Bugbears (3D6)
19. Orcs (3D6)
20. Cultists (2D6)

G4: Deep Levels (D12/D20)
1. Roll on G3 (Dice x2)
2. Roll on G2 (Dice x3)
3. Roll on G2 (Dice x3)
4. Roll on G5
5. Rust Monsters (D4)
6. Giant Insect (2D6)
7. Black Puddings (D4)
8. Giant Weasel (D6)
9. Giant Leeches (D6)
10. Huge lizard (2D6)
11. Giant Scorpions (D6)
12. Spectres (D4)
13. Elementals (D4)
14. Ghosts (2D4)
15. Mummies (2D4)
16. Ettercaps (2D4)
17. Ogres (D8)
18. Lizardmen (2D6)
19. Doppelgangers (D4)
20. Vampires (D4)

G5: Miniboss Room (D12/D20)
1. Weaker version of G6
2. Owlbear
3. Cockatrice
4. Manticores
5. Werewolves (D4)
6. Invisible stalker
7. Panther beast
8. Wyvern
9. Basilisk
10. Griffon
11. Troll (D4)
12. Djinni
13. Minotaur (D4)
14. Ettin
15. Golem
16. Warlock & (D4) Cultists
17. Gargoyle
18. Wraith
19. Giant ... (D12 on G2)
20. Chief of ... (D8+12 on G2)

G6: Boss Room (D12/D20)
1. Ancient ... G5
2. Chimera
3. Kraken
4. Leviathan
5. Dragon
6. Mushroom Treant
7. Hydra
8. Giant
9. Giant worm
10. Arch-Hag
11. Medusa
12. Flying Eye Tyrant
13. Cyclops
14. Ancient vampire
15. Ancient sorcerer/*ess
16. King of... (D8+12 on G3)
17. Brain-Eating Alien
18. Demon
19. Chaos Spawn
20. Lich

G7: Fauna (D20)
1. Small cave worms (2D6)
2. Ant Colony (Nest)
3. Larvae (2D6)
4. Scorpions (2D6)
5. Living Spore clouds (D4)
6. Bats (2D6)
7. Slugs or snails (2D6)
8. Hornet or wasps (Nest)
9. Crustaceans (2D6)
10. Salamanders (2D6)
11. Glowworms (2D6)
12. Moths (2D6)
13. Cave crickets (2D6)
14. Frogs or toads (2D6)
15. Rats or mice (2D6)
16. Hares (2D6)
17. Spiders (2D6)
18. Beetles (2D6)
19. Weasels or lemures (2D6)
20. Pseudodragon (D4)



## H: Build Elements

### H3: Secret Room (D8 opens D10)

Situated at a randomly determined place in the room.

1. Visible Lever....
2. Hidden Lever ....
3. Hidden button ...
4. Behind Illusion ...
5. Hidden Magic Glyph ...
6. Pattern on Wall ...
7. Shifting Feature or Wall ...
8. Pressure Plate ...
1. ... Useless effect
2. ... Hidden room feature
3. ... Corridor
4. ... Chamber
5. ... Chamber + Treasure H8
6. ... Stairs down a level
7. ... Stairs to surface
8. ... Treasure H8
9. ... 2x treasures H8
10. ... 3x treasures H8

### H1: Coffins (Contains D4 & 2D8)

- |                              |
|------------------------------|
| D4: 1-2. Dust   3-4. Carcass |
| 2. 2x Treasures H8           |
| 3. Statue H2                 |
| 4. A container H4            |
| 5. Treasure H8               |
| 6. Rusty Treasure H8 (/2 gp) |
| 7. Overgrown Vegetation I6   |
| 8. Rusty armor               |
| 9. Rotting clothes           |
| 10. Miasma of I8             |
| 11. Cocoons and Eggs         |
| 12. Fauna G7                 |
| 13. Useable Armor            |
| 14. Useable Weapon           |
| 15. Filled with liquid I7    |
| 16. Mimic                    |

### H2: Statues (Depicts D4, 2D8)

- |                                   |
|-----------------------------------|
| D4: 1. G3   2. G4   3. G5   4. G6 |
| 2. Connected secret room H3       |
| 3. Hidden compartment H5          |
| 4. Engraved random spell          |
| 5. Close to crumbling to dust     |
| 6. Gem Eyes, D6*50 GP             |
| 7. Obscure pose                   |
| 8. Gem Encrusted D6*10 GP         |
| 9. Simple Statue                  |
| 10. Half Destroyed                |
| 11. Destroyed                     |
| 12. Trapped B4                    |
| 13. Releases Gas I8               |
| 14. Shrine H6                     |
| 15. Filled with liquid I7         |
| 16. Upon touch activates I2       |

### H4: Containers (D20)

- |                               |
|-------------------------------|
| 1. Barrels (Alcohol)          |
| 2. Barrel (Oil)               |
| 3. Urns (1/6 treasure H8)     |
| 4. Urns (D4 Spell-Scrolls)    |
| 5. Crates (2/6 Equipment)     |
| 6. Barrel (with liquid I7)    |
| 7. Crates (1/6 treasure H8)   |
| 8. Crate (2/6 weapon)         |
| 9. Barrel (Building material) |
| 10. Sacks (4/6 edible food)   |
| 11. Sacks (Sand)              |
| 12. Sack (3/6 Cave Curio I4)  |
| 13. Wardrobe (2/6 clothing)   |
| 14. Vase (filled with Gas I8) |
| 15. Vase (1/6 treasure H8)    |
| 16. Urns (with liquid I7)     |
| 17. Cabinet (3/6 Clothing)    |
| 18. Pouches (Vegetation I6)   |
| 19. Cabinet (D4 potions)      |
| 20. Cage with (Fauna G7)      |

### H5: Chests (D20)

- |                                 |
|---------------------------------|
| 1. D6 mundane items             |
| 2. (3/6) Locked, Treasure D7    |
| 3. (3/6) Locked, 2D6 Food       |
| 4. (3/6) Locked, D4 Armor       |
| 5. (3/6) Locked, D4 weapons     |
| 6. Collected Curios I4          |
| 7. D12 Bottles alcohol          |
| 8. D6 Equipment                 |
| 9. D1000 GP                     |
| 10. Empty                       |
| 11. Useless personal stuff      |
| 12. Trapped B4, Potion, Scroll  |
| 13. Locked, 2x Treasures H8     |
| 14. Treasure H8                 |
| 15. Minor magic item            |
| 16. D4 bandages & salves        |
| 17. D4 harvested I3             |
| 18. (3/6) Locked, D4 potions    |
| 19. (3/6) Locked, D4 S. Scrolls |
| 20. Mimic                       |

### H6: Shrine (God of D8 demands... if presented offers 1/day D10)

1. Virtue, Oath of Virtue ...
2. Sin, Sinful Act ...
3. Death, Blood ...
4. Fertility, Food ...
5. Environmentalism ...
6. Trickery, Entertainment ...
7. Greed, Gold ...
8. Cosmos, magic...
1. ... Healing (Instant)
2. ... Attribute buff (D6 hours)
3. ... Protection (D6 hours)
4. ... Damage (D6 hours)
5. ... Spellcasting(d6 hours)
6. ... Luck (1x Reroll)
7. ... Foresight (Dungeon Info)
8. ... Minor Artifact
9. ... Treasure H8
10. ... Nothing, but curses adventurers if ignored

### H7: Frescos (D20)

- |                              |
|------------------------------|
| 1. Weird nonsense            |
| 2. Abstract mural            |
| 3. Obscure old knowledge     |
| 4. Warning mural             |
| 5. Image of a battle         |
| 6. Image of a humanoid       |
| 7. Image of god + prayer     |
| 8. Image of monster G6       |
| 9. Geometric mosaic          |
| 10. Occult mural             |
| 11. Historical chronicle     |
| 12. Extravagant Art          |
| 13. Ritual mural             |
| 14. Disfigured mural         |
| 15. Image hides treasure H8  |
| 16. Carved Holes Emit I8     |
| 17. Pattern D10 gems (50 GP) |
| 18. Random spell engraved    |
| 19. Riddle to secret room H3 |
| 20. Brass relief D10*100 GP  |

### H8: Treasure (D4, D10+Level-1)

- GP in form of D4:
- |                                    |
|------------------------------------|
| 1-2.Coins   3.D6 items   4.D4 gems |
| 1. D6 SP                           |
| 2. 2D6 SP                          |
| 3. D6 GP                           |
| 4. D6*5 GP                         |
| 5. D6*10 GP                        |
| 6. 2D6*10 GP                       |
| 7. D6*25 GP                        |
| 8. 2D6*25 GP                       |
| 9. D6*50 GP                        |
| 10. Artifact +1 & 2D6*50 GP        |
| 11. D6*100 GP                      |
| 12. Artifact +1 & D6*100 GP        |
| 13. 2D6*100 GP                     |
| 14. Artifact +2 & D6*250 GP        |
| 15. 2D6*250 GP                     |
| 16. Artifact +2 & D6*500 GP        |
| 17. 2D6*1000 GP                    |
| 18+. Artifact +3 & D6*5000 GP      |



## I: Natural Elements

### I1: Secret Cave (D6 hides and leads to D10)

1. Opening in shade ...
2. Crumbling wall ....
3. Opening D6 ft. above ...
4. In a hole D6 ft. below ...
5. Narrow & small opening ...
6. Hole overgrown by D6 I6 ...
1. ... Hidden cave feature C3
2. ... Tunnel
3. ... Cave
4. ... Vein 2D6 I3
5. ... Way down a floor
6. ... Way to surface
7. ... Vein 4D6 I3
8. ... 3x treasures H8
9. ... Crystal worth D1000
10. ... Corridor

### I2: Arcane occurrences (Source D4 creates D12)

1. Periodic tremors ...
2. Hidden gems ...
3. Magical winds ...
4. Arcane veins in the walls ...
1. Slowly regain magic
2. Disort light
3. Pulsating magical energy
4. Spirit world whispers
5. Magnetic surfaces
6. Subsonic numbing hum
7. Shifting gravity
8. Stone "sweats" I7
9. Slowly melting stone
10. Cave fata morgana
11. Melodic wind
12. Fluctuation of I8

### I3: Vein (D10+Floor-1)

Per character with tools:

Harvest 1 unit per 10 min. of work

1. Salt (1 gp)
2. Iron ore (3 gp)
3. Tin ore (5 gp)
4. Copper ore (8 gp)
5. Lesser gems (10 gp)
6. Silver ore (25 gp)
7. Common gems (35 gp)
8. Gold ore (50 gp)
9. Uncommon gems (75 gp)
10. Crystals (100 gp)
11. Mithril ore (150 gp)
12. Adamantine ore (250 gp)
13. Rare gems (350 gp)
14. Amber (500 gp)
15. Obsidian ore (750 gp)
16. Diamonds (1000 gp)
17. Very rare gems (2500 gp)
18. Rare crystals (5000 gp)

### I4: Cave Curio (D20)

1. D6 mushroom water tank
2. D6 edible fungi pods
3. D6 biomass piles
4. D6 hanging egg sacs
5. D6 chalk deposit vein
6. D6 guano piles
7. D6 clay vein
8. D6 coal vein
9. D6 shells (1/6 pearl 100 gp)
10. D6 smooth stones of E5
11. D6 hardened pods
12. D6 hands of gem dust
13. D6 cave-driftwood sticks
14. D6 skulls of G3
15. 2D6 heavy bones
16. D6 resin blocks
17. D6 carcasses of fauna G7
18. D6 dried flora I6
19. D6 Fossils of G7
20. D6 arcane crystal vein

### I5: Interventions (D20)

1. Broken pottery, scraps
2. Campsite (D6 tents)
3. D6 Containers H4
4. Obsidian Portal & I2
5. Trap B4
6. Ruins & Secret Room H3
7. Ancient cave painting
8. D6 Barrels (3/6 explosive)
9. D6 Alien geometric blocks
10. Carved Statue H2
11. Farm of 3D6 I6
12. Burial Site with D6 H1
13. Skeleton + D6 equipment
14. D8 Mining Tools
15. Broken carts & tracks
16. Abandoned campsite
17. Carved symbols of H7
18. Totem shrine H6
19. Special chamber C4
20. Carved steps down to A3

### I6: Flora (D20) + Effect (D20)

1. Mushroom | Edible
2. Crystals | Bitter
3. Corals | Bioluminescent
4. Moss | Toxic
5. Roots | Healing
6. Herbs | Poisonous
7. Mold | Magic refilling
8. Fern | Boosting
9. Algae | Debuffing
10. Shrubs | Sweet
11. Lianas | Good smell
12. Lichen | Thorny
13. Cave-Reed | Salty
14. Sprouts | Sickening
15. Pods | Carnivorous
16. Minerals | Sticky
17. Tendrils | Numbing
18. Mud | Highly flammable
19. Tufts | Hallucinogenic
20. Sapling | Antiseptic

### I7: Liquid (D6, 2D8)

- Condition of liquid (D6):**
- 1-3. Clear
  4. Filled with parasites
  5. With fish-like beings in it
  6. With coral-like formation
  2. Lava (Ignore condition)
  3. Liquid form of I8
  4. Toxic
  5. Acid
  6. Freshwater
  7. Sulfurous
  8. Mud
  9. Rotten Water
  10. Saltwater
  11. Halucinogenic substance
  12. Poison
  13. Oil
  14. Alcoholic residue
  15. Mana residue
  16. Healing nektar

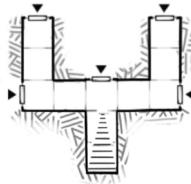
### I8: Gas & Effect (D20)

1. Weird smelling air (None)
2. Carbon Monoxide (Deadly)
3. Spores (Halucinogenic)
4. Thin air (Dizziness)
5. Chlorine fog (Burns acidic)
6. Hydrogen (flameable)
7. Nitrogen (Paralysis)
8. Miasma (Illnesses)
9. Water vapor (Dampens)
10. Helium (Lifts pitch)
11. Methane (Flameable)
12. Sulfur (Poisonous)
13. Radon (Slow radiation)
14. Wraithfog (Silence sound)
15. Ash vapor (Dizziness)
16. Ethylene (Sleeping)
17. Argon (Slow suffocation)
18. Ammonia (Burns acidic)
19. Dragonfume (Glow red)
20. Isobutane (Corrodes)

# Dungeon Creation Example

## Introduction

- We begin by rolling a D12 on A1 and 2D6 on A2: (3 & 7) - General ruins without any specific effect, entered through overgrown ruins.
- We determine the entrance hall by rolling a D20 on A3, the door type in the room with a D10 on B5 and the stocking of it with a D6 on B2: (1,7,6) - We draw the according shape. The doors are rotting wood until stated differently. The room has no features.



- Let's determine the room right in front of the stairs. We roll 4D6: 4,2,1,3

(4 on C) - A chamber with "no door"

(2,1 on C1) - Room shape "21"

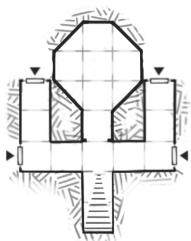
(3 on C2) - "Feature C3 + Treasure D7"

- In addition to the first roll we have to make an additional rolls to further determine the stocking, in this case the chamber feature C3 and treasure inside on D7:

(3 on C3) - D10 carcasses of G2 - (7,18) 7 carcasses of adventurers

(5 on D7) - D6\*10 gp in form of D4 - (5,1) 50 gp

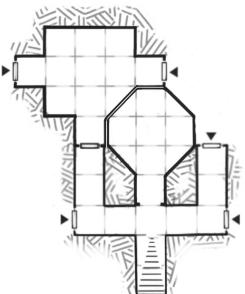
- In total we have a round chamber with 7 long-dead adventurers with 50 gold pieces on them - spooky



- Let's add another room at the upper left opening. Again we roll 4D6: 6,4,5,1

(6 on C1) - Another chamber with a locked door (as determined before a rotting wooden door)

(4 on C1) - The shape does not fit the space no matter how we rotate it. The new shape therefore has to be adjusted at the already existing walls



(1 on C2) - Feature C4 and Monster. Because it is the first level of a dungeon we will roll with a D20 on G2

(13 on C4) - D8 containers of H4 - (5, 14 on H4) 5 vases filled with I8 - (11 on I8) 5 vases filled with methane, a highly flammable substance

(15 on G2) - 3D6 Goblins - (2,2,5) 9 Goblins. Because they are organized monsters they are part of a faction, let's call them Rotfang. We still have to determine their reaction if adventurers enter the room on G1

(6 on G2) - Uncertain/Threatening, let's say they are protecting and inspecting the vases at the moment

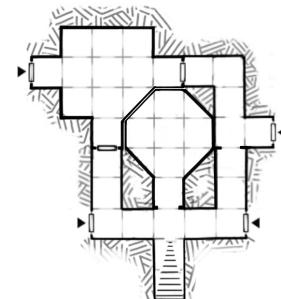
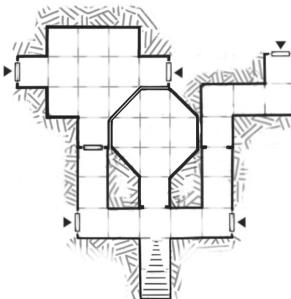
- In total the room is filled with 5 vases filled with flammable methane and 9 goblin that move and protect them. A good recipe for chaos.

- Let's add a last room on the upper right side

We roll 4D6: 3,3,4,3

(3 on B1) - A corridor behind a missing door

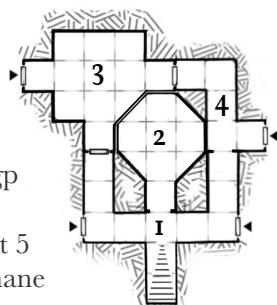
(34 on B1) - An S shaped corridor. We could just put it here and create a corridor that leads to the right after we rotated it. But this is just a short tutorial and we want a compact and short dungeon. Therefore, I would say let's rotate the shape and take the creative liberty to adjust the shape for a nice loop. Remember, nothing rolled is set in stone. Both of the following shapes are possible:



(3 on B2) - A trap, we need to roll on B4 - (2,7) tripwire that activates sawing blades, a dangerous trap the former inhabitants may have installed. But I take some creative liberty again and say these goblins carry those vases for a reason. They build this trap with some additional vases, which explode when the tripwire is triggered. The corpses from the first room were unfortunate souls that fell for the trap.

- In total we have the following small entrance area (following the more freeform style):

(1) Locked door to 3, burned smell to 2, bad smell towards 4



(2) 7 burned rotting humans; One still has a pouch with 50 gp

(3) 9 Goblins move and inspect 5 vases filled with explosive methane

(4) Simple tripwire trap, can trigger explosive vases