



RANDOM DUNGEON MAKER

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[Abstract](#)

Make a random dungeon for solo or impromptu Old School Play

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STEP 1: MAP OR NO MAP

If you have a pre-made map, that's great, a selection of random maps are available on the map collection page as well. If you have no map, go to the map as you go chart below. At this point, you also need to choose a Dungeon Level. If you have a party of 4 or more, you should pick your characters' average level, if you have less, pick 1 level lower. This level will figure into treasure calculations and monster encounter charts later.

MAP AS YOU GO

Step 1: set up a starting chamber, make it 60'x40' with 4 doors leading out and a stairway back to the surface.

Step 2: open a door: Check the locked/trap status of the door (XXXXXXXXXX), then each time you open a door roll on the "What's behind the door" Table below.

d20 Roll	What's Behind the Door	Size	Number of Exits
1-5	Corridor, random direction	3d4x10'	1d4
6	Closet	5'x5'	0
7	Small Room	10'x10'	1d4-2
8-11	Room	20'x20'	1d4-1
12-17	Chamber	30'x30'or 40'x40'	1d4
18-19	Large Chamber	50'x50' or larger	1d4
20	Stairs	1 flight	1 –up or down 1 level

STEP 2: ROOM CONTENTS

Consult the chart below to determine, first how many content rolls, second, what sort of contents (monsters and/or containers).

When you enter a new room on an unkeyed or random map, check the size of the room to determine how many contents. Then roll that many times on the contents table.

How Many Content Rolls Per Room

Room Size	Number of Rolls on the Contents Table
5'x5'	1
10'x10'	2
20'x20'	3
30'x30'	4
40'x40'	5
50'x50'+	6

Room Contents

For each content roll once on the following table:

1d20 Roll	Content Present
1-3	Nothing
4-9	Monster
10-12	Dungeon Garbage
13-15	Chest
16-17	Barrel
18-19	Jar
20	Bookcase

Containers

For each of the following Containers, you will need to check the [CONTAINER CONTENTS](#), page and you might need to check the [Locked/Trapped](#) and [Chest Type](#) pages.

- **Garbage:** the roll indicates 1 pile of dungeon garbage. It requires 1 turn of searching to go through the pile. A character who has the Searcher Skill and makes his roll avoids all negative consequences and just gathers what's good, if anything. Only check Contents page.
- **Chest:** each roll indicates 1 chest. Check Type, and Locked/Trapped pages.
- **Jar:** a clay urn, jug or amphora is present. Check Locked/Traps for trap only, Check Container Contents.

- **Barrel:** a closed wooden barrel is present. It won't be trapped or locked, but always counts as "stuck"
 - **Bookcase:** a bookcase or scroll cupboard filled with dusty parchments is found, check for Traps.
- MONSTER*
- **Monster:** 1 roll on the [DUNGEON MONSTER ENCOUNTER TABLES](#) (or substitute any encounter tables you have).

STEP 3: DOOR TYPE, CHEST TYPE, LOCKS AND TRAPS

Check each door and chest as to whether it is locked, barred or stuck, and whether it has a trap or not. If you attempt to break the door or chest, check what type it is.

Locked or Trapped?

For each door and each chest (not barrels, jars, garbage, or bookcases) check on the tables below to see if they are locked, stuck, barred etc. Look to "[Breaking Things](#)" and "[Adventuring Skills](#)" for information on getting past the traps or breaking through the locks.

IS IT LOCKED?

1d20 Roll	Result
1-5	Open
6-12	Stuck
13-15	Barred
16-19	Locked
20	Magic Lock

IS IT TRAPPED?

1d20 Roll	Trap
1-12	No trap
13	Pit
14	Sleep Gas
15	Poison Needle

16	Darts
17	Blade
18	Acid Spray
19	Poison Spiked Pit
20	Poison Gas

The Traps

- **Pit:** there is a pit trap in front of the door or chest. Each turn spent dealing with opening it has a 1-2 out of 6 chance of the pit opening, causing character to fall for 2d6 damage, roll a Ray/Poison save to take only half damage.
- **Sleep Gas:** when the door or chest is opened, roll 1d6, that's the radius of effect of the gas in Inches (multiply by 5 for feet in game) of a cloud of gas that erupts, make a Ray/Poison save or fall asleep for 1d6 turns in which you can only be awakened by neutralizing the poison.
- **Poison Needle:** whoever opened the door or chest is stabbed with a poison needle, save vs. poison or die.
- **Darts:** when the door or chest is disturbed in any way, 1d6 darts are launched from hidden devices in a nearby wall, they attack random targets, rolling to hit as 5th level thieves. Damage is 1d6 per dart.
- **Blade:** a cutting blade swings from the door frame or across the chest, doing 2d6 damage, unless a Save vs. Ray/Poison is made, which avoids the damage altogether.
- **Acid Spray:** a random target within 10' of the trap is sprayed with acid for 1d6 points of damage. Roll a save vs Breath weapon and if it fails, your armor, shield and 1 non-magical weapon is destroyed as well.
- **Poison Spike Pit:** the same procedure as a regular pit, only it's filled with spikes, so the base damage is 3d6. If you fail your save for half damage you must then make a second poison save or be killed by the poison on the spikes.
- **Poison Gas:** same procedure as the Sleep Gas, only the effects are lethal.

WHAT TYPE OF DOOR OR CHEST

If you resort to physical force to break open a chest or door, you need to follow the rules in the [BREAKING THINGS](#) section. It will be necessary to know what type of chest or door you're trying to break (you don't really need to check here if you don't try to break it up).

What Kind of Door?

1d20 Roll	Door Type	Description
1-10	Door-1	Wooden Door
11-15	Door-2	Reinforced Door
16-18	Door-3	Metal Door
19-20	Door-4	Stone Door

What Kind of Chest?

1d20 Roll	Chest Type	Description
1-4	Chest-1	Wooden Crate
5-12	Chest-2	Wooden Chest
13-14	Chest-3	Iron-Bound Chest
15-16	Chest-4	Strong Box
17-18	Chest-5	Stone Coffin or Trunk
19-20	Chest-6	Iron Strong Chest

STEP 4: MONSTERS:

For each monster result on the contents, check the encounter tables either in the Blueholme Book (which are a little skimpy) or the separate Monster Encounters document, or any other encounter tables you might have.

STEP 5: CONTAINER CONTENTS

For each container, such as a jug, chest, garbage pile, etc., check the contents below:

Chests

For each chest, roll 1d4-1 and then roll that number of times on the chest content chart here:

1d20 Roll Contents

1-2	100cp per dungeon level
3-4	100sp per dungeon level
5-6	100ep per dungeon level
7-9	100gp per dungeon level
10	100 pp per dungeon level
11-12	Jewel
13	Herbs
14	Alchemy
15-16	Arms
17	Scroll
18-19	Potion
20	Magic Item

Dungeon Garbage

Each pile of dungeon garbage searched through has exactly one content

1d20 Roll Contents

1-4	Vermin—poisonous spider, centipede or scorpion
5	50cp per dungeon level
6	50sp per dungeon level
7	50gp per dungeon level
8-12	Disease: see the Rats entry of the Blueholme boook
13	Arms
14-16	Gear
17	Poison: save vs poison or lose 1hp per turn until dead or cured
18	Potion
19	Scroll
20	Magic Item

Jar

Each jar will have 1 content rolled from below:

1d20 Roll Contents

1	100cp per dungeon level
2	100sp per dungeon level
3	100 ep per dungeon level
4	100gp per dungeon level
5	100 pp per dungeon level
6-9	Bilge
10-11	Wine

12-13	Oil
14-15	Alchemy
16	Vermin: 1 poisonous spider or scorpion
17-18	Potion
19-20	Scroll

Barrel

Roll exactly 1 content roll per barrel

1d20 Roll Contents

1-4	Bilge
5-7	Oil
8-10	Water
11-13	Food
14-15	Beer
16-18	Wine
19	Re-roll on the Chest table
20	Guy

Bookcase

Roll exactly 1 content roll per case

1d20 Contents

1-3	Wormy Book
4-5	Potion
6-7	Alchemy
8-11	Book
12-13	Map

14-19 Scroll

20 Magical Writing

Content Explanation

- Jewel: 1 jewel or jewelry (roll randomly from Blueholme book) maximum value is 500gp if this is a level 0,1 or 2 dungeon.
- Herbs: 1d6+ 1/level doses of a random item from the herbs/herbal list is present.
- Alchemy: 1d4 items from the Alchemical products list are present.
- Arms: a random piece of armor or weaponry is present, usually normal. Roll 1d10 and add the dungeon level to the roll. If the number 12+ results, then the item is either masterwork with a +1 to hit or damage or is silvered (50/50), if the number 14+ appears, it is magically enchanted as +1. If the number 17+ appears, it is magically +2.
- Scroll: a scroll of 1 spell (75% magic, 25% divine) of level 1d4-1 is found.
- Potion: a random magic potion is found.
- Magic: one totally random magic item is found (could be a scroll, potion, weapon, anything).
- Gear: 1 piece of normal, but desired gear, of the player's choice, is found. It must be worth 100gp or less.
- Bilge: the container is filled with scummy bilge water.
- Beer, Wine, Oil, Water: the barrel is filled with usable liquid of the designate type. The oil is the same as common or lamp oil (olive oil likely). Roll randomly for beer or wine quality.
- Guy: there is some guy hiding in the barrel, potentially friendly, potentially not. Either draw from the henchman deck, or roll encounters until a likely result occurs. Roll a reaction roll during the first dangerous situation to see how he behaves.
- Wormy Book: the shelf has a book infested with book worms, if a character with scrolls or books on his person is searching the shelf, he needs to roll a WIS and a DEX 1d20 check to avoid having his scrolls/book being destroyed.
- Book: a useful book in fair condition is found. It is worth 50g x dungeon level.
- Map: a map to a buried treasure is found.
- Magical Writing: a magical writing is discovered, roll randomly.

BREAKING THINGS

1—Stuck Dungeon Door or Chest: dungeon doors and treasure chests are often stuck, if you want to open them and still have a chance for surprise, one character can try to force it open. Roll 1d20 and get STR or less to succeed. If the first attempt fails, you may try more times, but there is no chance to surprise an enemy behind the door.

2—Open a Lock or Barred Door: if a door, chest, or other container is fastened by a lock. There are two non-magical methods of attempting to overcome the lock: lock picking and acid.

- **Lock Picking:** A thief can open a lock on a successful Open Locks skill check, provided he has thief's tools (or a selection of wires can be improvised). Barred or Latched doors are easier. Thieves get the better of 2 Open Locks checks to lift a bar or latch from the other side using thieves' tools.
- **Acid:** To open a lock using acid, 1 dose of acid is used (see gear book). The character attempting the acid rolls 1d20 and must get his DEX score or less to burn the lock open. If he fails, the lock is jammed permanently and no further attempts to use acid or thief skills will ever open it. Acid is ineffective against barred or latched doors.

MAGICAL LOCKS some doors and chests are locked by a Magical Lock (using the spell or some other arcane means). A thief's open lock skill and acid are useless against such locks. They can be opened with a Knock Spell, or Dispel Magic, or by physical breaking of the chest or door (see below).

4—PHYSICAL BREAKING: if a thief isn't there to get the job done, characters can attempt to PRY or BREAK a door or container. Each requires a certain number of successful attempts, as detailed in the chart below. Each attempt is a check against the character's STRENGTH ability score on a d20. To pry a container, one must have a Crowbar or one cannot try it at all (with exception of a Clay urn, for which a dagger or knife is actually preferable). To break an item requires the use of an Axe, Pick or Sledge Hammer and if one is not to hand and some sort of makeshift instrument like a Sword or Shovel is used instead, apply a -4 to each STRENGTH check. Each attempt takes 1 exploration turn (10 minutes) and only 1 attempt per item can be made during the same turn.

Container	a.k.a.	Pry successes	Break Successes
Clay Urn	amphora	3	automatic on first try
Wooden Crate	Chest 1	1	1
Wooden Chest	Chest 2	1	2
Iron Bound Chest	Chest 3	3	4
Strong Box	Chest 4	5	5
Stone Coffin or Trunk	Chest 5	2	5
Iron Strong Chest	Chest 6	5	5
Wooden Door	Door-1	1	2
Reinforced Door	Door-2	2	3
Metal Door	Door-3	4	6
Stone Door	Door-4	6	4

Consequences: if a prying attempt fails, or if a breaking attempt succeeds, any fragile contents of a container, such as a potion bottle, or delicate jewelry will break. Each turn attempting to break or pry requires a Wandering Monster check, and the check involving breaking things is at a +2 on the die, due to the loud noises involved.

BUSTER SKILL: a character with the BUSTER skill will succeed in breaking or prying open an object in a single skill roll, rather than needing multiple attempts.