



RANDOM DUNGEON MAKER

BLUEHOLME JOURNEYMANNE

Abstract

Make a random dungeon for solo or impromptu Old School Play
Version 2

Nelson, David
avenelso@msn.com

STEP 1: MAP OR NO MAP

If you have a pre-made map, that's great, a selection of random maps is 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. If a room falls between two sizes, take the smaller number of contents. Then roll that many times on the contents table.

Room Size:	Number of Contents	1d20 Roll:	Content Result
5'x5':	1	1-3:	Nothing
10'x10':	2	4-9:	Monster
20'x20':	3	10-12:	Dungeon Garbage
30' x30':	4	13-15:	Chest
40'x40':	5	16:	Barrel
Larger:	6	17:	Supply Crate
		18:	Sacks
		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. Any reference to "level" in the charts that follow refer to the Dungeon Level, not the character's level.

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.

Supply Crate: a simple wooden crate that is nailed shut (counts as "stuck") won't be locked or trapped

Sacks: unlocked and untrapped.

Barrel: a closed wooden barrel is present. It won't be trapped or locked, but always counts as "stuck"

Jar: a clay urn, jug or amphora is present. Check Locked/Traps for trap only, it will always be sealed, which must be pried open or "open locked". Check Container Contents.

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.

1d20	Is it locked?		1d20	Is it Trapped?
1-5	Open		1-12	No Trap
6-12	Stuck		13	Pit
13-15	Barred		14	Sleep Gas
16-19	Locked		15	Poison Needle
20	Magic Lock		16	Darts
			17	Blade
			18	Acid Spray
			19	Poison Spike Pit
			20	Poison Gas

Locks

Open: easily opened without further fuss

Stuck: requires STR 1d20 check to open.

Barred: requires Open Locks skill roll, but you get better of 2 rolls. Containers are locked instead.

Locked: requires Open Locks skill roll, or acid, or a key.

Magic Lock: requires a spell or breaking the object to open.

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 and Supply Crates

For each chest, roll 1d4 and then roll that number of times on the chest content chart here. For each supply crate, roll just 1 time:

1d20 Roll	Chest Contents		1d20 Roll	Supply Crate Contents
1-2	100cp per level		1-5	20 days' iron rations
3-4	100sp per level		6-8	6 wine skins, each with 2 pints
5-6	100ep per level		9-10	4 shovels. 4 buckets
7-9	100gp per level		11-12	Sledgehammer, 20 spikes
10	100pp per level		13	100' hemp rope
11-12	Jewel		14	18 torches and tinderbox
13	Herbs		15	Lantern and 6 vials common oil
14	Alchemy		16	10 dose comfrey, 200' bandages
15-16	Arms		17	Canvas tent
17	Scroll		18	2 man-saw
18-19	Potion		19	4 mining picks and 2 crowbars
20	Magic Item		20	6 sets of work clothes and boots

BARRELS AND JARS: each barrel or jar will have 1 content result

1d20 Roll	Barrel Contents		1d20 Roll	Jar Contents
1-4	Bilge		1	100cp per level
5-7	Oil		2	100sp per level
8-10	Water		3	100ep per level
11-13	Food		4	100gp per level
14-15	Beer		5	100pp per level
16-18	Wine		6-9	Bilge
19	Re-roll on "Chest"		10-11	Wine
20	Guy		12-15	Oil
			16-17	Alchemy
			18	Poisonous vermin
			19	Potion
			20	Scroll

Garbage, Sacks and Bookcases: each pile of garbage or Bookcase will have 1d4-1 content rolls, each “sack result means 1d4 sacks, but each content is found separately and requires a separate turn of searching. A magic-user or cleric can search an entire bookcase for contents in 1 turn if he rolls INT check 1d20. A character who successfully rolls Searcher Skill reveals all garbage contents in 1 turn and can discern negative effects of a sack content before opening.

1d20	Garbage Contents	1d20	Sack Contents	1d20	Bookcase Contents
1-4	Poisonous vermin	1-2	Metal Bits	1-3	Wormy Book
5	50cp per level	3-4	150cp per level	4-5	Potion
6	50sp per level	5-6	150sp per level	6-7	Alchemy
7	50gp per level	7-8	100ep per level	8-11	Book
8-12	Disease	9-10	75gp per level	12-13	Map
13	Arms	11-12	5 days' iron rations	14-19	Scroll
14-16	Gear	13-14	5 days' flour	20	Magical Writing
17	Poison	15	Flour and bugs		
18	Potion	16	Papers and map		
19	Scroll	17	Wormy Book		
20	Magic Item	18	Jewel		
		19	Potion		
		20	Herbals		

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 random 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 the dungeon level or less on 1d10 and the item will be silver or masterwork.

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, Food: the barrel/jar 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. Barrels hold 50 gallons, jars hold 12 gallons. Food would be 175 man/days, 110gp.

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.

Disease: the disease is the infection listed under Giant Rats in the Blueholme Book.

Poison: poison, make a saving throw, if failed, take 1hp damage per turn (10 minutes) until you reach 0 and die or are cured.

Poisonous Vermin: a scorpion, spider, snake or centipede of smallest size gets surprise attack.

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.