

# Random Dungeon Generator

## Table 1.1: Room Type - d20 Room Type Instructions

- 1-12 Normal Room.** Roll size (1.2), exits (1.3), monsters (2.1).  
**11-12 Monster Lair.** Roll room size and double it (to a maximum of 16x16). Double normal monsters (2.1)  
**13-16 Empty Room** Roll size (1.2) and additional exits (1.3)  
**17-19 Trapped Room** Roll size (1.2), additional exits (1.3), and traps (3.1).  
**20 Stairs Down** Stairway down, new level

## Table 1.2: Room Size - d20 Room Size

1 15'x15' 3x3	11 30'x30' 6x6
2 15'x20' 3x4	12 30'x35' 6x7
3 15'x25' 3x5	13 30'x40' 6x8
4 20'x20' 4x4	14 35'x40' 7x8
5 20'x25' 4x5	15 40'x40' 8x8
6 20'x30' 4x6	16 Tall room. Roll again (same below)
7 20'x40' 4x8	17 Short room. Only 1d6+1d4 high
8 25'x25' 5x5	18 Cliff room. 1d6x5 high
9 25'x30' 5x6	19 Sloped room. (1d2 up or down)
10 25'x40' 5x8	20 Water room. 1d20 ft deep

## Table 1.3: Room Exits

- d20 Additional Exits (1d4 to determine side)*  
 1 Dead End  
 2-5 One  
 6-10 Two  
 11-15 Three  
 16-20 Four

## Table 1.4: Corridors

- d12 Type*  
 1-5 Room  
 6-7 Left  
 8-9 Right  
 10-11 Hallway (Left/Right)  
 12 Dead End

## Table 1.5: Door Type

- 1-5 Rotting wood  
 6-10 Heavy wood  
 11-15 Stone  
 16-20 Metal

## Table 1.6: Door Locks

- 1-5 Unlocked  
 6-10 Barred from the other side  
 11-15 Locked, DC 10+dungeon Level  
 16-20 Locked, DC 20+dungeon Level

## Table 2.1: Random Monster Tables

### First Level

#### *d20 Monster Number*

- 1-3 Kobold 1d6+3  
 4-6 Goblin 1d6+1  
 7-9 Dire rat 1d6  
 10-11 Skeleton, medium 1d6  
 12-13 Zombie, medium 1d6  
 14-15 Orc 1d6  
 16-17 Hobgoblin 1d6  
 18-19 Monsters are asleep, roll again  
 20 Roll on the Second Level list

### Second Level

#### *d20 Monster Number*

- 1-3 Goblin 2d6  
 4-6 Skeleton, medium 1d6+1  
 7-9 Zombie, medium 1d6  
 10-11 Hobgoblin 1d6  
 12-13 Groll 1d6  
 14-15 Ghoul 1d6  
 16-17 Monstrous spider, med. 1d6  
 18-19 Monsters are asleep, roll again  
 20 Roll on the Third Level list

## Third Level

### *d20 Monster Number*

- 1-3 Zombie, med. 2d6  
 4-6 Hobgoblin 2d6  
 7-9 Groll 1d6+2  
 10-11 Ghoul 1d6+1  
 12-13 Bugbear 1d6  
 14-15 Wererat 1d6  
 16-17 Monstrous spider, med. 1d6  
 18-19 Monsters are asleep, roll again  
 20 Wyvern ( Dragon )

## Table 3.1: Traps

### *d20 Trap type Damage Save*

- 1-4 Pit trap** (5' deep per level) 1d6/10' of fall Reflex neg.  
**5-7 Rocks from above** 1d6+dungeon level Reflex neg.  
**8-9 Sawblade from wall** 2d6+dungeon level Reflex  
**10-11 Scything blade** 1d8+dungeon level no save  
**12-13 Explosion (fire)** 1d6/dungeon level Reflex  
**14-15 Cold burst (cold)** 1d6/dungeon level Reflex  
**16-17 Acid splash (acid)** 1d6/dungeon level Reflex  
**18-19 ZAP! (electricity)** 1d6/dungeon level Reflex  
**20 Sound burst (sonic)** 1d6/dungeon level Reflex

## Treasure Tables:

### *1<sup>st</sup> Level*

<u>d%</u> Coins	<u>d%</u> Goods	<u>d%</u> Items
01-14 —	01-90 —	01-71 —
15-29 1d6x1k cp	91-95 1 gem	72-95 1 mundane
30-52 1d8x100 sp	96-100 1 art	96-100 1d4 Potions
53-95 2d8 x 10 gp		
96-100 1d4 x 10 pp		

### *2<sup>nd</sup> Level*

<u>d%</u> Coins	<u>d%</u> Goods	<u>d%</u> Items
01-13 —	01-81 —	01-49 —
14-23 1d10 x1k cp	82-95 1d3 gems	50-85 1 mundane
24-43 2d10 x100 sp	96-100 1d3 art	86-100 1d6 Potions
44-95 4d10 x 10 gp		
96-100 2d8 x 10 pp		

### *3<sup>rd</sup> Level*

<u>d%</u> Coins	<u>d%</u> Goods	<u>d%</u> Items
01-11 —	01-77 —	01-49 —
12-21 2d10 x 1k cp	78-95 1d3 gems	50-79 1d3 mund
22-41 4d8 x 100 sp	96-100 1d3 art	80-100 1d8 Potions
42-95 1d4 x 100 gp		
96-100 1d10x10 pp		

## Gems

**d% Value - Average:** Examples

**01-25 - 4d4 gp - 10 gp:** Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl  
**26-50 - 2d4 × 10 gp - 50 gp:** Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon  
**51-70 - 4d4 × 10 gp - 100 gp:** Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline  
**71-90 - 2d4 × 100 gp - 500 gp:** Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz  
**91-99 - 4d4 × 100 gp - 1,000 gp:** Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby  
**100 - 2d4 × 1,000 gp - 5,000 gp:** Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

## Art Objects

**d% - Value - Average:** Examples

**01-10 - 1d10 × 10 gp - 55 gp:** Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet  
**11-25 - 3d6 × 10 gp - 105 gp:** Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems  
**26-40 - 1d6 × 100 gp - 350 gp:** Large well-done wool tapestry; brass mug with jade inlays  
**41-50 - 1d10 × 100 gp - 550 gp:** Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt  
**51-60 - 2d6 × 100 gp - 700 gp:** Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)  
**61-70 - 3d6 × 100 gp - 1,050 gp:** Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel  
**71-80 - 4d6 × 100 gp - 1,400 gp:** Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting  
**81-85 - 5d6 × 100 gp - 1,750 gp:** Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain  
**86-90 - 1d4 × 1,000 gp - 2,500 gp:** Embroidered and bejeweled glove; jeweled anklet; gold music box  
**91-95 - 1d6 × 1,000 gp - 3,500 gp:** Golden circlet with four aquamarines; a string of small pink pearls (necklace)  
**96-99 - 2d4 × 1,000 gp - 5,000 gp:** Jeweled gold crown; jeweled electrum ring 100 2d6 × 1,000 gp 7,000 gp Gold and ruby ring; gold cup set with emeralds

## Mundane Items

**d% - Mundane Item**

### 01-17 Alchemical item

**01-12** [Alchemist's fire](#) (1d4 flasks, 20 gp each)  
**13-24** [Acid](#) (2d4 flasks, 10 gp each)  
**25-36** [Smokesticks](#) (1d4 sticks, 20 gp each)  
**37-48** [Holy water](#) (1d4 flasks, 25 gp each)  
**49-62** [Antitoxin](#) (1d4 doses, 50 gp each)  
**63-74** [Everburning torch](#)  
**75-88** [Tanglefoot bags](#) (1d4 bags, 50 gp each)  
**89-100** [Thunderstones](#) (1d4 stones, 30 gp each)

### 18-50 Armor (roll d%: 01-10 = Small, 11-100 = Medium)

**01-12** Chain shirt (100 gp)  
**13-18** Masterwork studded leather (175 gp)  
**19-26** Breastplate (200 gp)  
**27-34** Banded mail (250 gp)  
**35-54** Half-plate (600 gp)  
**55-80** Full plate (1,500 gp)  
**81-90** [Darkwood](#)

**01-50** Buckler (205 gp)  
**51-100** Shield (257 gp)

### 91-100 Masterwork shield

**01-17** Buckler (165 gp)  
**18-40** Light wooden shield (153 gp)  
**41-60** Light steel shield (159 gp)  
**61-83** Heavy wooden shield (157 gp)  
**84-100** Heavy steel shield (170 gp)

### 51-83 Weapons

**01-50** Masterwork common melee weapon  
**51-70** Masterwork uncommon weapon  
**71-100** Masterwork common ranged weapon

### 84-100 Tools and gear

**01-03** Backpack, empty (2 gp)  
**04-06** Crowbar (2 gp)  
**07-11** Lantern, bullseye (12 gp)  
**12-16** Lock, simple (20 gp)  
**17-21** Lock, average (40 gp)  
**22-28** Lock, good (80 gp)  
**29-35** Lock, superior (150 gp)  
**36-40** Manacles, masterwork (50 gp)  
**41-43** Mirror, small steel (10 gp)  
**44-46** Rope, silk (50 ft.) (10 gp)  
**47-53** Spyglass (1,000 gp)  
**54-58** [Artisan's tools, masterwork](#) (55 gp)  
**59-63** [Climber's kit](#) (80 gp)  
**64-68** [Disguise kit](#) (50 gp)  
**69-73** [Healer's kit](#) (50 gp)  
**74-77** Holy symbol, silver (25 gp)  
**78-81** Hourglass (25 gp)  
**82-88** Magnifying glass (100 gp)  
**89-95** Musical instrument, masterwork (100 gp)  
**96-100** Thieves' tools, masterwork (50 gp)

### Potions - d8

1-4 - Cure Light Wounds (1d8+5)  
5-6 - Mage Armor (+4 AC for 4 hours)  
7 - Invisibility (30 rounds)  
8 - Cure Moderate Wounds (2d8+5)