

Table 1.5: Door Type	Table 1.6: Door Locks
1-5 Rotting wood	1-5 Unlocked
6-10 Heavy wood	6-10 Barred from the other side
11-15 Stone	11-15 Locked, DC 10+dungeon Level
16-20 Metal	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 Gnom 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 Gnom 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

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 x 10 gp - 50 gp: Bloodstone; carnelian; chalcidony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70 - 4d4 x 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 x 100 gp - 500 gp: Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99 - 4d4 x 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 x 1,000 gp - 5,000 gp: Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Treasure Tables:

1st Level

d% _____Coins	d% _____Goods	d% _____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		

2nd Level

d% _____Coins	d% _____Goods	d% _____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		

3rd Level

d% _____Coins	d% _____Goods	d% _____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		

Table 1.3: Room Exits	Table 1.4: Corridors
16-20 Four	12 Dead End
11-15 Three	10-11 Hallway (left/Right)
6-10 Two	8-9 Right
2-5 One	6-7 Left
1 Dead End	1-5 Room
	(1d4 to determine side)
	d12 Type
	d20 Additional Exits

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

Table 1.2: Room Size - d20 Room Size

20 Stairs Down Stairway down, new level and traps (3.1).
17-19 Trapped Room Roll size (1.2), additional exits (1.3).
13-16 Empty Room Roll size (1.2) and additional exits (1.3) maximum of 16x16). Double normal monsters (2.1).
11-12 Monster Lair. Roll room size and double it to a normal room. Roll size (1.2), exits (1.3), monsters (2.1).
Table 1.1: Room Type - d20 Room Type Instructions

Random Dungeon Generator

84-100 Tools and gear	01-03 Backpack, empty (2 gp)
	04-06 Crowbar (2 gp)
	07-11 Lantern, butiseye (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)

84-100 Tools and gear

Mundane Items	01-12 Alchemist's fire (1d4 flasks, 20 gp each)
d% - Mundane Item	13-24 Acid (2d4 flasks, 10 gp each)
	25-36 Smokesacks (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
Potions - d8	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

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