

Random Dungeons

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Generic

Forbidden Lands Dungeon

<https://fblgen.azurewebsites.net/dungeon>

Donjon Random Dungeon Generator

<https://donjon.bin.sh/d20/dungeon/>

("Diminutive" is a good size for an evening's play)

Dyson Random Dungeon Generator

<https://dysonlogos.blog/maps/>

Steps to Create a Dungeon

1. Concept
2. Layout
3. Room Contents
4. Treasure (sprinkle throughout the dungeon).

Concept

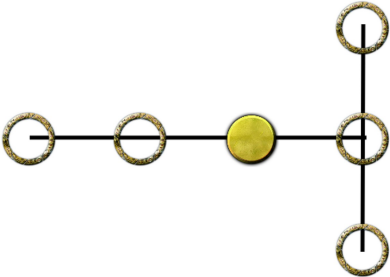
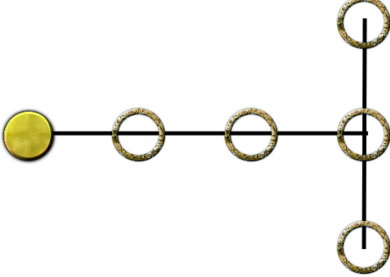
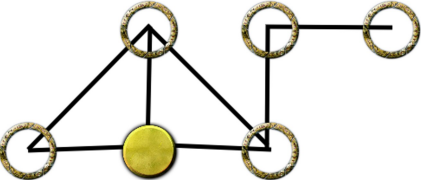
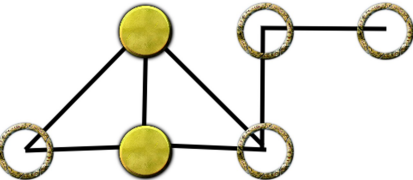
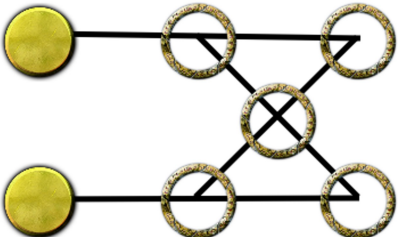
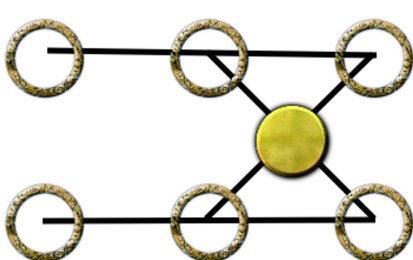
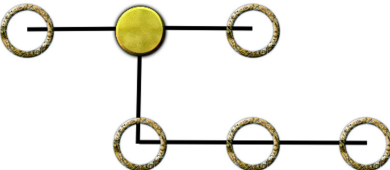
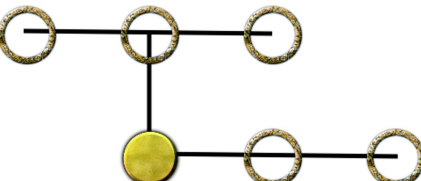
2d6	Concept	"Room" Ideas	
2	Abandoned dwarf settlement	1	Grand entrance hall, ruined.
		2	Feasting hall.
		3	Cold Smithy.
		4	Mushroom farm.
		5	Armory.
		6	Throne room / council room.
3	Natural cave	1	Cavern littered with bones.
		2	A cold campsite.
		3	Colourful fungi.
		4	A rockfall has collapsed a wall.
		5	A dry waterfall and dusty pond.
		6	Chamber with sloped floor.
4	Temple to a dead god	1	Long steps with carved guardians.
		2	Grand altar.
		3	Offerings room.
		4	Rooms of healing or ministration.
		5	Lecture room.
		6	Priests quarters.
5	Tomb	1	Chamber with beautiful mosaics.
		2	Hall of statues.
		3	Shrine to a forgotten religion.

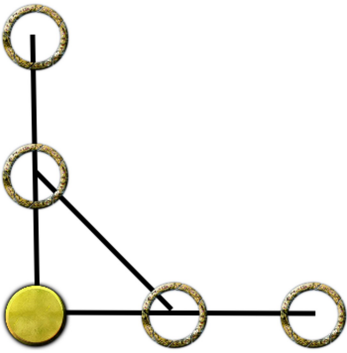
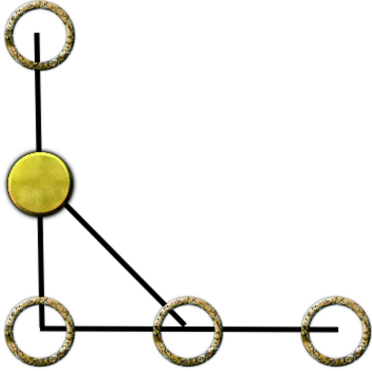
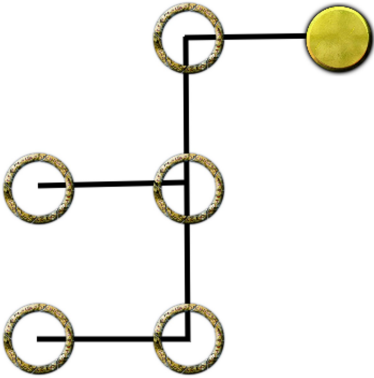
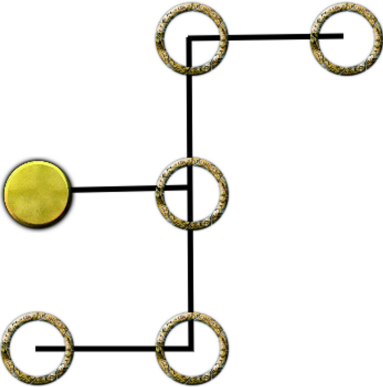
		4	Carvings depict the fame of the deceased.
		5	Treasure room, long plundered.
		6	The sarcophagus.
6	Fortification destroyed by apocalyptic magic long ago	1	Cellar.
		2	Foundations of a decimated tower.
		3	Remnants of great siege weapons.
		4	Mass grave cairn.
		5	Craters.
		6	Throne room declaring the greatness of a kingdom nobody remembers.
7	Mine / Quarry	1	Tools storage.
		2	Large open chamber, many exits.
		3	Narrow corridor, partially collapsed.
		4	End of the tunnel.
		5	A grave site.
		6	Slave quarters.
8	Vault storing an ancient secret	1	Enormous doors or magical seals.
		2	Library or records of inventory.
		3	Mysterious device or apparatus.
		4	Point of no return, e.g. elevator, portal.
		5	Guardian chokepoint.
		6	Wondrous discovery, not fully understandable.
9	Criminal hideout	1	Lookout location.
		2	Storage of mounts or equipment.
		3	Communal living area and mess hall.
		4	Prison.
		5	Leader's chambers.
		6	Treasure room.
10	Shelter from climate change or war	1	Entrance, with elaborate locks that failed.
		2	Orientation and optimistic welcome area.
		3	Storage of things we will need to rebuild.
		4	Living areas.
		5	Leadership or elites living areas.
		6	Sad failure of the project is laid bare.
11	Resource Water, metal, food, obsidian, etc.	1	Lookout location, defense highpoint.
		2	Tools for extraction, broken.
		3	Area for storing harvest, bare.
		4	Living area for the workers.

		5	Depleted node, some hope remains.
		6	Dry node.
12	Research hideout (e.g. Laboratory)	1	Well guarded entrance.
		2	Living area, with unwelcome truths.
		3	Workspace for a curious side project.
		4	Evidence of failed experiments.
		5	Library.
		6	Nexus of power.

Layout

I find about 6 "rooms" to be the right amount for one session's entertainment. The solid circle is the suggested entrance. Some dungeons have multiple entrances. Merely changing the entrance position can change the feel of a dungeon dramatically.

1d6	Option 1	Option 2
1		
2		
3		
4		

5		
6		

Room Contents

There needs to be something in a room to give a reason for the party to stop. This can be a Threat or an Opportunity. A fun room actually can have both.

Roll to see what is in each Room

D66	"Room" Contents	Details
11	Deadly threat, monster And Environmental threat	
12	Deadly threat, monster	
13	Deadly threat, lurker	
14	Deadly threat, unusual	
15	Deadly threat, brute	
16	Medium threat, soldier And Environmental threat And Opportunity	Single use item (e.g. Bomb, spell, potion).
21	Medium threat, lurker And Environmental threat	
22	Medium threat, brute And Environmental threat	
23	Medium threat, soldier And Environmental threat	
24	Medium threat, unusual And Environmental threat	
25	Medium threat, soldier	
26	Medium threat, lurker And Opportunity	A helper NPC.

31	Medium threat, brute	
32	Medium threat, unusual	
33	Medium threat, lurker	
34	Medium threat, unusual	
35	Medium threat, soldier	
36	Medium threat, lurker And Opportunity	Equipment stash.
41	Medium threat, brute	
42	Environmental threat	
43	Environmental threat	
44	Environmental threat	
45	Environmental threat	
46	Environmental threat And Opportunity	Single use item (e.g. Bomb, spell, potion).
51	Environmental threat And Opportunity	Food or water replenishment.
52	Weak threat, soldier	
53	Weak threat, lurker	
54	Weak threat, brute	
55	Weak threat, unusual	
56	Weak threat, soldier And Opportunity	Raw materials Or Single use item (e.g. Bomb, spell, potion).
61	Weak threat, lurker And Opportunity	Food or water replenishment Or Clues about other rooms.
62	Opportunity	Food or water replenishment.
63	Opportunity	Single use item (e.g. Bomb, spell, potion).
64	Opportunity	Raw materials.
65	Opportunity	Clues about other rooms.
66	Opportunity	A helper NPC.

What Is a Soldier, Lurker, Brute and Unusual?

A dungeon full of identical orcs is boring. If "orcs" is the theme of the dungeon, try to set up different kinds of orcs with different roles in an encounter. They can have a different set of equipment or skills.

NOTE: You should try to mix enemy types for tactical excitement.

Soldier	A straight fight. Examples: orc fighter, wolf pet.
Lurker	Ambush fighter, stealth, hit and run. Examples: orc archer, orc spy.
Brute	Slow and tough, hit hard. Examples: orc berserker, orc champion.
Unusual	Something weird or special. New tactics required. A priority threat. A healer, or leader. Examples: orc bomb thrower, orc witch.

Roll to see what a Threat is doing

1	2	3	4	5	6
Hiding or Moving Stealthily	Aggressive or Hungry	Passing By	Searching for something	Eating or Resting or Healing	In Trouble

What is an Environmental Threat?

A hazard of the environment or location. It can be a trap. Or something natural that needs to be avoided. An environmental threat in the middle of a battlefield adds tactical drama.

Some ideas;

- Leaky gas pipe.
- Quicksand.
- Crossbow trap.
- Toxic plants.
- Weak floor boards.

What is an Opportunity?

A reward or respite. Something that can be found to help the PCs. Something to replenish their supplies or give them an edge.

Treasure

<https://fbngen.azurewebsites.net/treasure>

(I use 1 x Lair Precious, 2 x Lair Simple, 1 x Carried Valuable, 2 x Carried Simple - and scatter these throughout the dungeon).