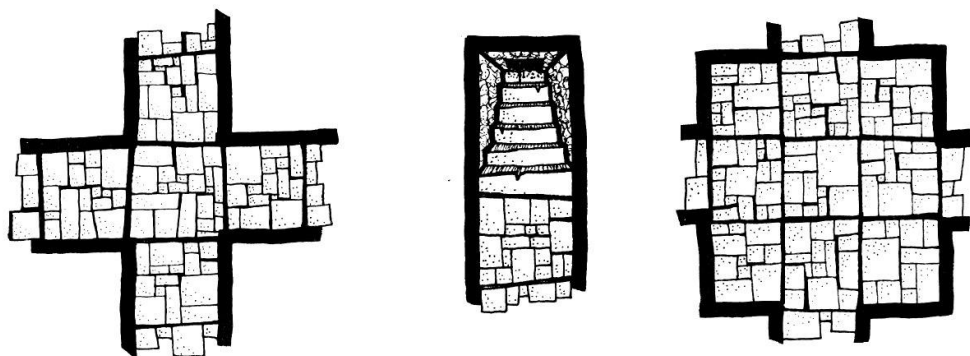


This is a random dungeon map generator, mostly optimized for creating dungeon maps for fantasy tabletop roleplaying games. The document contains a random table for generating dungeon tiles, guidelines for placing them to form a cavernous complex, and a list of suggestions to make the location more interesting.



## Dungeon Map Generator

**Introduction:** When GM'ing, I sometimes end up having the adventure basically figured out, but lacking a map. And sometimes I want to work backwards, starting from the map and sorting out the plot after that's done and dusted. This map generator is a tool I created to solve both situations<sup>1</sup>. Using it is of course more art than science, and basically you can just use the tool however you will; however, the following suggestions and guidelines should get you a finished dungeon map within the hour - just add plot, puzzles and monsters and you have your delve of the week sorted!

**Required resources:** A pencil, some grid paper and 3d12 (other dice may be useful at points, but are strictly optional); maybe a marker pen and some more paper to finish things up.

**Generating the dungeon:** Basically, roll dice, consult the table, and place tiles into your dungeon grid until you're satisfied with the end result, then populate the place with whatever seems appropriate. Below are some additional rules and suggestions to structure and speed up the process.

**1. The Five Rules:** These rules apply to all rolls made during the generation process.

- *Rule of order:* When placing tiles, place the tile with the lowest number first.
- *Rule of direction:* I recommend generating new tiles into the dungeon clockwise, starting from 9 o'clock (if possible); see below for suggestions on starting the process.

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<sup>1</sup> *Disclaimer:* A lot of this is inspired by the triplicate set of Chessex Dungeon Picture dice I purchased last spring. The dungeon tile table below resembles the set up of the dice (although all art is my own, obviously), and the table can be replaced with a set of the dice. You can probably acquire a set from your favourite online retailer, or a friendly local game store if you're lucky enough to have one. All of the rules and suggestions below are my own, and I'm in no way affiliated with Chessex.

- *Rule of openings and secrets:* Place new tiles on available open passages. If there are no open passages but the dungeon is not yet finished, place the next tile on a suitable spot along the dungeon wall, and mark the wall as a secret door.
- *Rule of many:* Any 3d12 roll on the tile table (Table A) including doubles or triples (i.e. two 2s or three 5s and so on) results in only one of the relevant tile being placed in the dungeon; mark the tile as ‘special’ (or in the case of triples, ‘very special’) and place something interesting (trap, treasure or surprise!) there while populating the complex.
- *Rule of artistry:* Follow your instincts and the available grid paper space while building your dungeon. If rules contradict each other make up your own.

**2. Strike the earth!** Roll 3d12 and do the following:

- Jot down the total of the roll. This indicates the number of tiles in your dungeon.
- Consult the tile table (Table A) for the first three tiles of your dungeon.
- Choose your starting point on the grid paper (if using an A4, I recommend starting somewhere in the middle of the bottom fifth of the sheet).
- Place your first tile (the one with the lowest numerical value) on the chosen position so that there’s an open passage pointing down. This opening marks the entrance to your dungeon.
- Place the two remaining tiles according to the base rules above.

**3. Rinse and repeat:** Keep rolling more tiles, three at a time, until the dungeon is complete.

**4. Bridge the gaps:** Once your dungeon reaches its goal size, do the following:

- Close all remaining open passages with walls. They’re simply alcoves or dead ends.
- If your dungeon happened to roll staircases, you may still need to roll further tiles for lower levels. For a reasonably sized dungeon, I recommend ‘*Striking the earth!*’ again, but reducing the number of dice rolled by 1 for each level below the first<sup>2</sup> (i.e. 2d12 for level 2 of the dungeon, 1d12 for level 3 and so on).

**5. Finishing touches:** For a little extra, follow the final optional steps:


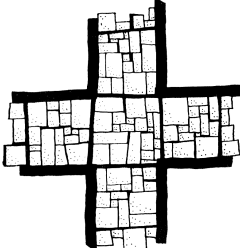
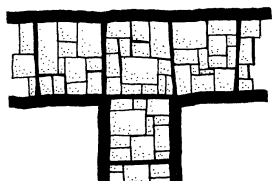

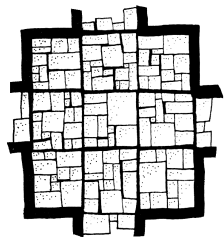
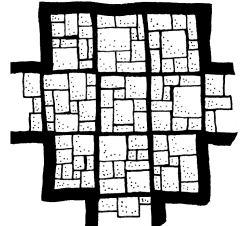
- Align your complex by rolling 1d8; the result indicates the compass point at the top of your grid paper (one is north, two is northeast, and so on).
- You’ll notice that your dungeon is a little vanilla at this point, with 30’x30’ rooms and straight bits of corridor. I recommend rolling on the morphology table (Table B) to generate a little more character into the place before you populate it with whatever creepers and crawlers you’ve lined up; alternately, you can do this all on your own.
- Finally, I recommend transferring your finished sketch on a new piece of (grid) paper (as some of the results from Table B may change the size and shape of rooms considerably).

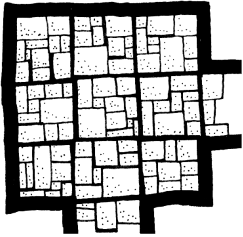
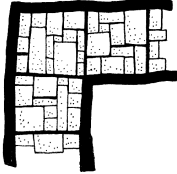
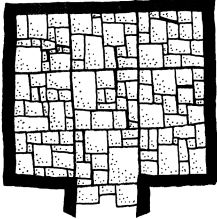



After this, all that’s left is to add plot, monsters and the rest of the cool stuff. But at least the map is done!

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2 This reduces the effect of the *Rule of many* mentioned earlier, but you can simply correct this by treating the deeper levels with appropriate respect when populating your complex.

**TABLE A – Dungeon Tiles**

D12	Tile	Notes*
1		<p>Just a corridor, 30' long and 10' wide.</p>
2		<p>An x-intersection, formed by two 30' long and 10' wide corridors.</p>
3		<p>A t-intersection, formed by a 30' long corridor and a 20' offshoot, 10' wide.</p>
4		<p>A 30'x30' room with passages at opposite ends of the chamber.</p>
5		<p>A 30'x30' room with passages to all cardinal directions.</p>
6		<p>A 30'x30' room with passages on three walls.</p>

7		<p>A 30'x30' room with passages on two adjacent walls.</p>
8		<p>A turn in the corridor, 30' long and 10' wide.</p>
9		<p>A 30'x30' room with one entrance.</p>
10		<p>A 30' dead end corridor, 10' wide.</p>
11		<p>Just a corridor, 30' long and 10' wide.</p>
12		<p>A 30' corridor, consisting of 20' of stairs downwards (or roll 50/50 for the direction if it fits your dungeon concept).</p>

\*:For us civilized folk, 10' rounds out to roughly 3 meters, and 30' is a bit less than 10 meters.

**TABLE B – Dungeon morphology**

D12	Morphology result
1	<b>Barred:</b> Lockdown! All passages leading into chambers have doors; 75% of these doors are closed, and 50% of the closed doors are locked. Additionally, the dungeon’s denizens have created defensible barricades in 10% of the dungeon tiles (minimum of 1).
2	<b>Cyclopean:</b> This dungeon was built by giants. Multiply all size figures by two (or 1d3+1 for maximum effort).
3	<b>Eldritch:</b> The dungeon pulses with strange, unearthly energies. The design and architecture itself remains unchanged, but you should add suitably lovecraftian verbiage to your description of the location (“the angles are all wrong”, “the writhing, abyssal darkness” and “alien, antediluvian shapes” are all suitable expressions for this purpose).
4	<b>Extensive:</b> Double the length of all corridors (or multiply it by 1d3+1).
5	<b>Geometric:</b> Roughly 50% (or 1d6+2x10%) of the dungeon’s rooms are not cube-shaped but something else, be it pyramid, ovoid, hexagonal or whatever. The base dimensions of the spaces should remain relatively similar.
6	<b>Natural:</b> The dungeon is part of a natural cave network, or has been built into one. Roughly 50% (or 1d8+2x10%) of the dungeon is just reclaimed natural passages. Redraw the tunnel network to reflect this: no right angles, no straight tunnels, no regular sized rooms, the floors are slanted and uneven, etc.
7	<b>Open plan:</b> These are truly the great halls of legend, or the forgotten hangars of ancient craftsmen: all corridors in the dungeon are 30’ (10m) wide, and basically just act as continuations of the rooms they connect to.
8	<b>Smooth:</b> The whole cave network consists of smoothed-out, round tunnels. There are no right angles. Was it made by flowing water, a gigantic worm-demon or alien tech?
9	<b>Slanted:</b> Every corridor in the tunnel network slants down- or upwards (50/50 chance, or use suitable logic). Either decide the steepness of the incline on your own, or roll d4: (1) barely noticeable; (2) 20 degree angle; (3) 45 degree angle; (4) 90 degree angle (note that this forms a sheer drop or a wall).
10	<b>Unusual materials:</b> The dungeon has been built of some unusual material. Either come up with your own, or roll d12: (1) clear, glistening ice; (2) semi-sentient biomass; (3) plastic and ceramite; (4) the dirt of a thousand graveyards; (5) black metal; (6) solid shadows/light; (7) dreams and illusions; (8) ancient weapons of war; (9) verdant soil, writhing with insects; (10) small, hand-made bricks; (11) coloured glass; (12) a tangled wicker-weave.
11	<b>Ventilated:</b> All adjacent rooms (and possibly some corridors as well) are connected by semi-hidden crawlspaces, 2’ high and 3’ wide (50 cm and 100 cm respectively).
12	<b>Warren-like:</b> All corridors in this dungeon are unnecessarily twisty, and passages are cramped choke-points. Reduce all passage and corridor width to 5’ (or 1d3+2’; meaning 1 to 1½m), and add extra turns and bends to all corridors.