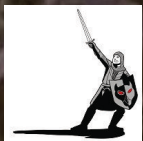


Random Dungeon, City, & Travel Generation

A Tool To Evoke Ideas for building dungeons, ruins, cities, maps, and travel routes.



Follow Me, And Die!
Larry Hamilton
SNI-011

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It seems that I am always in need of randomly generating directions for travel, random dungeons, etc. This idea came to me while I was playing with Libre Office Draw.

One can easily print out these shapes and make a die drop table, or draw your own shapes and turns for your own table.

I would love to know if the ideas here inspire you for your own campaigns.

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Blog: followmeanddie.com

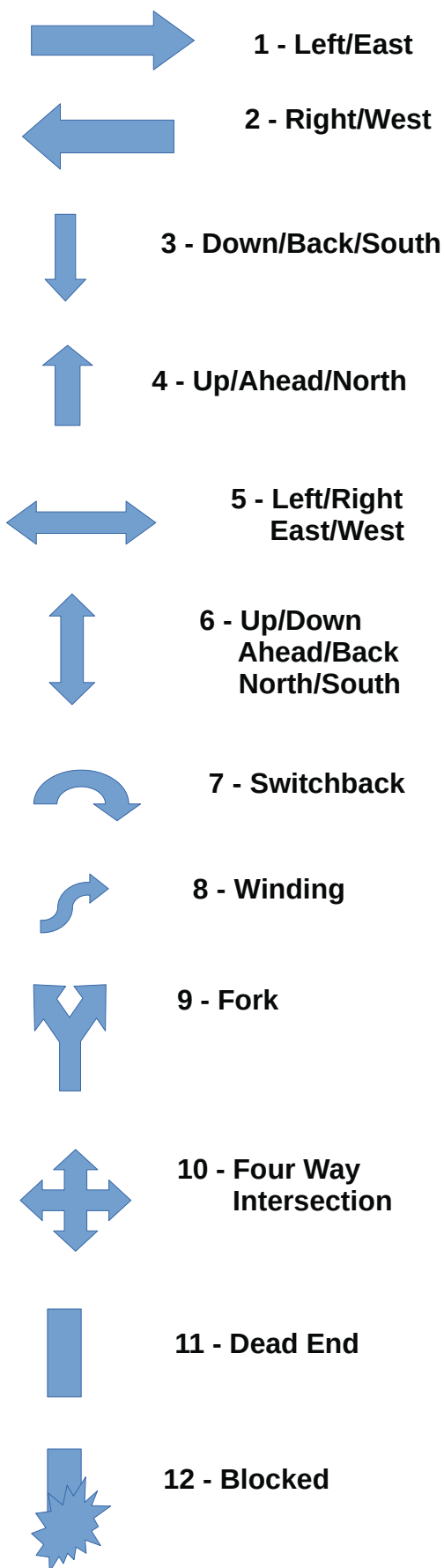
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d12 CORRIDORS, STREETS, PATHS



Corridors, streets, paths, rivers, and any other form of travel in a given direction can be randomly determined by a d12.

The path lies ahead, north, or up. This means that one must either move forward or increase their elevation to continue movement. The reason for upward movement can be stairs, ramps, walls, hills, mountains, etc.

Paths can fork as at dividing roads, or rivers.

Paths can be blocked by a cave in, collapsed tree, landslide, blockade, etc.

In a vast plain, desert, or ocean, the path can be any direction.

A dead end may only appear to be so. Maybe there's a secret door, or one has to look in the tangle of jungle to find an easier path, or hack it out of the thick vegetation.

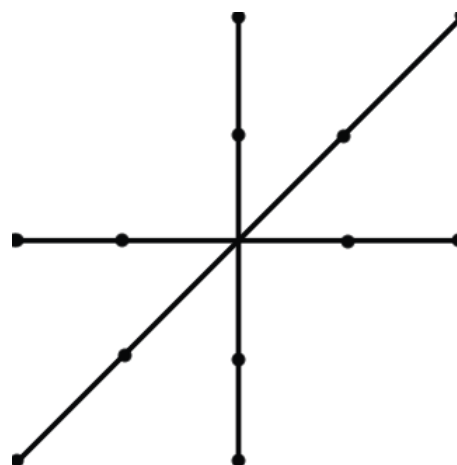
Paths can also switchback or be winding as in rivers or mountain trails.

One can modify the direction from the 4 main directions to be any angle in between. Use the examples to the left for general available direction of travel.









Use the sample directions of travel to stimulate ideas for planning dungeons, ruins, cities, or details for point crawls.

In seas, air, or space, one can use a d10 for location on the X, Y, and Z axes. Roll once for each axis.

| d10 | AXIS |
|------|----------|
| 1-2 | High + |
| 3-4 | Low + |
| 5-6 | Center 0 |
| 7-8 | Low - |
| 9-10 | High - |



d8 TURNS

1. 
2. 
3. 
4. 
5. 
6. 
7. 
8. 















After a certain distance most directions of travel will have variation in the form of turns.

Even in a vast plain, desert, or ocean, depending on the type of navigation available, changes of direction are required. These may be course corrections or are necessitated by avoiding or seeking a fight.

Dropping a handful of d8s and picking at random to decide which way a quarry flees, or which way is available to someone trying to outrun pursuers.

This would work in a crowded bazaar, rush hour traffic, rooftop chase, etc.

d14 ROOMS, BUILDINGS, AREAS

| | | |
|---|-----|----|
|  | d14 | d6 |
| | 1. | |
|  | 2. | |
| | | 1. |
|  | 3. | |
|  | 4. | |
| <hr/> | | |
|  | 5. | |
| | | 2. |
|  | 6. | |
| <hr/> | | |
|  | 7. | |
| | | 3. |
|  | 8. | |
| <hr/> | | |
|  | 9. | 4. |
| <hr/> | | |
|  | 10. | |
|  | 11. | |
| | | 5. |
|  | 12. | |
|  | 13. | |
| <hr/> | | |
|  | 14. | 6. |
| No Apparent Entrance/Exit | | |

Rooms, buildings, and general areas may have one or more entrances and exits. Some may appear to have no entrance or exit.

As with paths, rooms may be oriented at different angles or have trap doors in floors and/or ceilings.

Roll an additional d6 for rooms with four walls to place all the doors.

| d6 | Door Location |
|----|---------------|
| 1 | Floor |
| 2 | East |
| 3 | West |
| 4 | North |
| 5 | South |
| 6 | Ceiling |

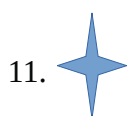
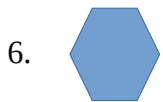
Increase or decrease the die type for rooms with more or less walls.

Rooms or areas with no evident exit may involve a trick or challenge. A pit has an entrance and exit at ground level, but the ability to leave may not be available. Similarly, a canyon or clearing of trees has an opening to the sky, but lack of flight precludes that option.

If one does not like or have a d14, one can use a d6 to determine the flow or exits for a room, building, or area.

| d6 | Exit Location |
|----|------------------------|
| 1 | 1 (d4 for wall) |
| 2 | 2 Adjacent Walls |
| 3 | 2 Opposite Walls |
| 4 | All Four Walls |
| 5 | 3 (d4 for orientation) |
| 6 | No Apparent Exit |

d12 SHAPES



Irregular

Rooms and areas can come in all different shapes and sizes.

Square could mean rectangular.

There are many different shapes of triangle.

Rooms can have 5 sides but not be a pentagon, or 6 and not be a hexagon, etc.

Rooms and areas can be buildings in a city and each building's individual rooms. Areas can be plazas and courtyards. Ships can have several irregular shaped rooms.