

Nine
Tongues
TALES



Raphael Sadowski

ELEGANT FANTASY DUNGEON GENERATOR





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Author's portrait by Anna Helena Szymborska

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sadowski.ai@o2.pl





Anna Helena Szymborska

Introduction

Dungeons. Skeletons of majority of OSR games.

Having a prepared dungeon is everything you need to run at least one game. Having a GOOD, detailed dungeon, filled with treasures, strange creatures and wandering monsters can suffice to keep your group entertained for weeks.

Currently, thanks to the growing popularity of OSR movement dungeon-based games slowly regain their status of the kingpin of tabletop fantasy gaming. Many game masters and players alike prefer this style over an open-world or story-heavy campaigns. And gamers who typically focus on their characters development and personal stories can use dungeons as a fun break from their day-to-day neverland simulation.

Personally, I think there is nothing more exciting about roleplaying games, than finding yourself lost in an ancient maze, filled with secrets and peculiar creatures, where each door leads to a new micro-world, new problem, new encounter and new adventure.

If we're both lucky, then this book will inspire you, and help you create a fun adventure for your players, one that they will remember for a long time.

Have fun,
Raphael Sadowski



How to Use EFDG

1 TAKE YOUR TIME

This is not one of those “on-the-flight”, improvisational generators. If you want to use it, do it at least few days before playing. Save some time to polish your dungeon and fill it with encounters and treasure.

2 PREPARE

Get some paper sheets, pencil, eraser and a bunch of dice. You’ll need d8, d10, d12, d20 and d100.

3 ROLL UNTIL SATISFIED

Roll and note. Roll again and note again. Use single words first. Write down keywords. List the features. Every time you roll a feature that you think you can easily combine with another - do it! Shorten the list as soon as possible. Roll for as many features as you deem necessary and stop only when you feel the dungeon is done.

4 FILL OUT THE GAPS

Name the dungeon. Fill it with your creatures and objects. You can design your own or use other random generators.

I’d propose my [Elegant Fantasy Creature Generator](#) to generate an array of creatures, and then use them to fill the rooms or design a Random Encounter or Wandering Monsters tables.

If you like artifacts and magical items, consider using [Elegant Fantasy Artifact Generator](#). It will inspire you to create rewards for player characters, cursed objects, and legendary artifacts that may play a pivotal role in the dungeon.

Both are available at **DriveThru RPG** store as Pay What You Want, digital products.

5 READY TO PLAY

Bait player characters toward the entrance to your dungeon and have hours of fun.





I. General Dungeon Type

Roll to determine what kind of dungeon it will be. Most of the time **indoor** dungeons won't be influenced by day-night cycle and weather conditions, while **outdoor** ones rely heavily on these factors. Feel free to **combine two types** if you want something exotic; a **catacomb mine**, where people mine for petrified corpses already sound like an adventure!

d20		TYPE	DESCRIPTION	CLASSIC FEATURES
1	INDOOR	CATACOMBS	An underground cemetery.	graves, sarcophagi, traps, religious items, bones
2		CAVES	A naturally created labyrinth.	irregular, stalactites, stalagmites and draperies
3		DUNGEON	An underground prison.	cells, torture chambers, crates, locked gates
4		LOST CITY	Ruins of an underground city.	artifacts of lost civilizations, traps, undead
5		MANOR	A big house.	horrors, servants, crowded, ballroom, kitchen
6		MINE	Artificial tunnels used to mine ore.	ore veins, mining equipment, danger of collapse
7		ORGANIC	Inside a living (or dead) being.	organic walls, sphincter door, parasites
8		SEWERS	Waste tunnels that run under a city.	smell, waste, vermin, secret passages, canals
9		TEMPLE	A holy place of divine worship.	statues, altars, pews, priest tombs
10		TOMB	Maze-like grave of a legend.	traps, mummies, skeletons, treasure, curses
11	BOTH	TOWER	A lone, multi-level tower.	spiral stairs, laboratories, princesses, astrolabes
12		CAMP	A temporary dwelling.	tents, fireplaces, watchmen, sleepy horses
13		KEEP	Big, defensive structure.	knights, walls, lowered bridges, nobles
14		RUINS	Ruins of old.	spirits, broken items, frescos, overgrown walls
15		VEHICLE	Big ship, dwarven train, etc.	it's moving as you adventure through it
16		GARDEN	A swath of an organized growth.	paths, pools, fences, hedges, fey creatures
17		MAZE	A roof-less labyrinth.	get lost, dead ends, get to the center
18		RIFT	A crack in the ground.	dirt walls, wading in water, rocks, fossils
19		VALLEY	Hidden valley.	trees, grass, foliage, rivers, birds, nature
20	OUTDOOR	WOOD	Ancient, thick, dark wood.	overgrown, roots, mushrooms, decay, darkness

GENERAL MOOD

d8	MOOD	OPTIONS	HOW TO COMMUNICATE
1	TRAGIC	Solemn, Reflective, Glum	traces of glory long gone, lost love, depression
2	BIZARRE	Ridiculous, Absurd, Nonsense	no apparent logic behind the design and the encounters
3	LOGICAL	Efficiency, Order, Productivity	things make sense, the ecology of the dungeon works still
4	OCCULT	Demonic, Pagan, Satanic	religious themes, bloody marks, sacrifices, chants in darkness
5	ELEGANT	Rich, Noble, Decadent	ornaments everywhere, heavy curtains, framed pictures
6	ANCIENT	Forgotten, Lost in time	things turn to dust on touch, no color, silence
7	GHASTLY	Scary, Haunted, Mystical	fog, mist, specters, undead, whispers, hovering lights
8	PRIMAL	Tribal, Primitive, Wild	nature, drums in the distance, primitive decor





2. Dungeon's Specifics

DUNGEON ORIGINS

Dungeons most often tend to be abandoned places with a past. Roll 3d12 to see who made the structure that became the dungeon, how he did it and in what purpose.

d12	IT WAS BUILT BY...	BY USE OF...	FOR THE PURPOSE OF...
1	LONG LOST PEOPLE	POWERFUL MAGIC	GATHERING A SPECIAL RESOURCE
2	ENGINEERS	SLAVES	TRAPPING A DANGEROUS CREATURE
3	MAGIC USER	MASTER CRAFTERS	CREATING A DWELLING OR HOME
4	ELDER CREATURE	STRANGE CREATURES	BURYING THE DEAD
5	FEY CREATURES	NATURAL STRUCTURES	GUARDING ANCIENT KNOWLEDGE
6	AN EMPIRE	POWER OF THE MIND	ESTABLISHING AN OUTPOST DURING A WAR CAMPAIGN
7	MONSTERS	BUILDING UPON RUINS	CONDUCTING A SERIES OF EXPERIMENTS
8	LEGENDARY HERO	POWERFUL ARTIFACT	OBSERVING AND ANALYZING A LOCAL ANOMALY
9	NATURE ITSELF	THEIR TIMELESSNESS	GUARDING A TREASURE
10	AMBITIOUS VISIONARY	ADVANCED MACHINERY	TESTING THE WORTH OF PEOPLE WHO ENTER IT
11	GODS OR DEMIGODS	THEIR OWN HANDS	ACTUAL PRISON
12	ALIENS	DREAMS	ITS ACTUAL PURPOSE WAS LOST FOREVER IN TIME

HOW IT BECAME A DUNGEON

If your structure was a lively, bright place before it became an actual dungeon, you can roll d12 to discern what happened, that changed this place into a dungeon as the players will experience it. Then consider rolling again, to learn about its last denizens to add traces of more recent past.

d12	IT FELL BECAUSE OF...	AND ITS LAST DENIZENS WERE...
1	HUBRIS OF THE CREATORS	DEVOLVED DESCENDANTS OF THE CREATORS
2	HORRIBLE CURSE	OBLIVIOUS HUMAN SETTLERS
3	ANGER OF GODS	FEY CREATURES
4	ENEMY INVASION	DANGEROUS MONSTER WHO MADE IT HIS LAIR
5	POWERFUL MONSTER	HIDING OUTLAWS
6	DEVASTATING SICKNESS	RESTLESS SPIRITS
7	ABANDONMENT BY CREATORS	GROUP OF DOOMED RESEARCHES
8	THE DEATH OF ITS RULER	SECRETIVE GUILD OR ORGANIZATION
9	HORRIBLY FAILED SPELL	MADMEN
10	SOMETHING THAT DWELT THERE BEFORE	SOLDIERS WHO CAMPED HERE FOR SOME TIME
11	CIVIL WAR AMONG FACTIONS	RECLUSIVE MAGIC USERS
12	GROUP OF HEROES LAID WASTE TO IT	TRIBE OF CREATURES USING IT AS A BASE OF OPERATIONS





DUNGEON HEART

Some Dungeons are built around one, very specific room. Let's call it the dungeon heart. Whatever can be found there, it will probably be the most important feature of the dungeon. You can use the heart to build stories or quests around it or have it become a secret, one that resolves behind the scenes of your game.

This feature can be seen as doubling the "Purpose" part of Dungeon's Origin. But while the latter defines Dungeon's original purpose, the former defines the Dungeon in its current state. For example: the purpose of building the Mines of Moria could be defined as "gathering a special resource" (mithril), but it's "current" Heart (as the Fellowship enters it) would be a "Tomb" of Balin.

d12	HEART	DESCRIPTION
1	MANY HEARTS	This dungeon has many hearts instead of one. Smaller rooms, probably, with the same kind of heart in it. Roll again and ignore 1.
2	RESOURCE	A vein of valuable ore, unique fruit, spice, magical herb, fey creature, whose blood is a rare magical ingredient... Whatever it is, it's typically extremely rare, but can be found in abundance here.
3	VAULT	There is a treasure of immense value hidden inside this vault. What is it? Hoards of gold coins? A very valuable, single item? Magical artifact? Whatever it is, it's closed in this vault, and getting inside it should be a great challenge.
4	THRONE	For some time, this place was considered a seat of power. Was the power political, magical, military? This throne symbolizes this power. It doesn't necessarily have to have any unnatural features; for some, a symbol can be powerful enough on its own.
5	LENS	Someone observed something here. Stars through a gigantic telescope? Strange mutations in local fauna through a microscope? Future through a magical crystal growing at the crossing of magical ley-lines? Whatever it was, it could only be observed here.
6	TOMB	Someone important is buried here. Is it an ancient tomb, or a fresh grave? Who was it? Why is he or she famous? Or infamous? Is the tomb scary, eerie, solemn or soothing? Is there something buried with this person? Something secret...?
7	ACTUAL HEART	An actual, beating, fleshy heart. Is it a freakish dungeon denizen, a heart-like fungus, a magically sustained heart of its creator or some weird and inexplicable magical accident? What happens when it stops beating?
8	PORTAL	Is it active? Inactive? One way? Two way? Where does it lead to? Or when? Who can come out of it? Can you see the other side? What's the cost of transportation? What was it used for? Who created it and how? What is the meaning of life?
9	MACHINE	This powerful machine produces something extremely potent. An automatic forge maybe? A golem factory? Whatever it is, learning how to operate this machine may influence the future of the region.
10	LORE	There is a very important piece of knowledge here. Is it written? Spouted from a magical fountain? A small sect of hermits lives here, waiting for someone to present the lore to? And what is this secret lore?
11	EVENT	Something important will happen here, when characters reach the Heart. They will witness something that could change the balance in the land. Someone powerful obtaining even greater power? An act of vengeance? A prisoner, finally managing to escape?
12	HYBRID	Roll 1d10+1 twice on this table and combine the results.





3. Planning the Layout

Get a piece of paper and draw basic layout of your dungeon. Decide how many rooms you'd like. For every room draw a circle on the paper. Consider using three sizes of the circles representing three sizes of dungeon rooms: **small**, **big** and **huge**. Connect the rooms with lines – these will be **corridors**. Use **dotted line** for **secret passages**, and **double lines** to connect **door-to-door rooms**. Mark **doors** with small dashes. Remember – this is barely a sketch that represent the dungeon on meta level. Don't plan too much – try a bit more random approach. And remember that this layout can later change. Also, mark the **dungeon heart** as a heart-shape somewhere in your dungeon. It can be a separate room or part of a bigger room.

Think about general shape of the dungeon. Is it multileveled? If so, consider drawing each level's layout on different piece of paper and mark where it connects vertically.

Instead of dividing your dungeon into levels, you can divide it to named, themed sections, like “commoner quarters” and “inner sanctum”. When designing big, complex dungeons consider treating each level and/or section as a different dungeon and repeat some rolls for every section/level. One level can be a **mine**, other a **keep** with a **tower** and **garden** beside.

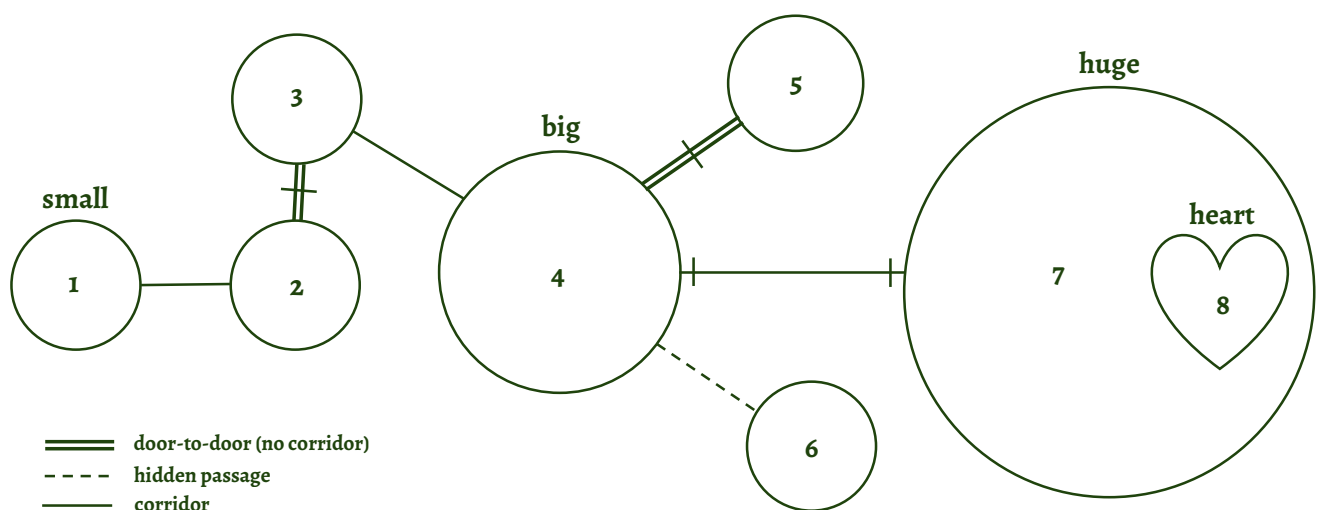
Otherwise – keep it as simple and straightforward as possible at this stage. Rolling some features for the rooms may make you reconsider your layout. If you are new to running games, and your style isn't honed yet, you could try noting these simple equations, while planning your dungeon for a game session:

Small room = ~15 minutes of gameplay

Big room = ~30 minutes of gameplay

Huge room = ~60 minutes of gameplay

Having prepared the simple sketch, you can mark the circles (rooms) with numbers. Corridors, doors and passages don't need markings, as you can simply call them “corridor 1-2” or “door 4-5”. We'll deal with passages at the very end. Proceed to the next step.





4. Room Features

For every room/circle in your dungeon make a roll on the according Features table.

For small rooms: Roll 1d100 on the Basic Features, and if you think it's enough, leave it like that. If you need something more, consider rolling again and mixing the results.

For big rooms: Roll 1d20 on the Advanced Features, or twice on the Basic Features. Again, if you need an extra kick, roll again on Basic Features and combine.

For huge rooms: Roll 1d10 on the Complex Features, or twice on the Advanced Features. As always, you can spice things up by rolling additional Basic Features.

BASIC FEATURES

Small-scope features, interactions and ideas for encounters.

Get back to these if you'll want to put more flavor into bigger rooms, as they are less specific.

d100	FEATURE	DESCRIPTION
1	AMBUSH	Something is stalking the shadows, ready to strike upon unaware prey.
2	CHAINS	There are chains hanging here. What were they used for? Is someone currently chained?
3	ARMORY	A stash of armors and weapons.
4	GRATE	All, or part of the floor in this room is a solid grate. Is it possible to open it? Does it lead to lower level, or does it keep something dangerous from entering this room? Or maybe it's a part of a treacherous fiery trap?
5	WELL	A well in a dungeon. Source of water, or something else? Is something living at the bottom? Or can it be used to descend to lower levels?
6	CHANDELIER	A peculiar, big chandelier is hanging here.
7	PORTAL	Magical, transporting portal. Is it active, or inactive? How can it be activated? Where does it lead? One way, or two way?
8	PILLAR	A single pillar stands in this room. What could be its purpose? What is it made of?
9	PORTCULLIS	One of the doors in the room is in fact a portcullis – a vertically operated grate. One could easily see what's on the other side. Can it be lifted? Is there a lever somewhere that operates it? A chain you can pull?
10	BEDROOM	Someone's living here. Or used to.
11	CELL	This room, or a part of it, was used to hold someone (or something) prisoner.
12	FRESCO	Fresco is a painting on a wall or ceiling. What does it depict? What does it do?
13	AVIARY/KENNELS	Space for maintaining pets that served or still serve the dungeon dwellers.
14	STATUE	There is a big statue standing nearby. Can it be moved? What does it guard or represent?
15	GUARDROOM	Small room where the original guards of the dungeon used to dwell.
16	TOOLSHED	Tiny space where you can find a crowbar, a pickaxe or other useful stuff.
17	FOUNTAIN	Wall-mounted or an elaborate centerpiece. Is it active? Can it be fixed? What is its purpose? What will happen if someone will drink from it?





d100	FEATURE	DESCRIPTION
18	NEST	A creature or a swarm built a nest here. Is it still active, or only traces of life remain?
19	MOSAIC	You can design a classic puzzle using mosaic that covers the floor or the walls of this room.
20	FLOOD	This room is flooded. It can be wholly submerged, or the liquid can reach character's chests, hips, knees or ankles.
21	LODE	A vein of precious mineral, or a natural stash of other resource can be found here.
22	ALTAR	A table typically used in religious or occult offerings.
23	DEATHTRAP	This room, or part of it, is a trap. It was designed to kill. Think about the nature and the look of this room. Does it look like deadly place? Or comfy lounge? What's the nature of the trap? Invisible, deadly gas? Is it full of scorpions? Spears spring from every surface?
24	GUARDIAN	A creature tasked with guarding the whole dungeon or a section of it patiently waits here for a challenge.
25	WINDOW	There is a mysterious window mounted in this room. If it's underground – what can you see on the other side? Is it a portal? A monumental stained-glass décor?
26	STORAGE ROOM	Room filled with generally worthless, weird items. Crates and crates of doorknobs.
27	PLANTS	Plant life is abundant here. Something is growing here. Is it useful? Dangerous?
28	PICTURE	A worthy treasure, a plot device or a magical trap. Either way, someone painted it. What does it depict?
29	KITCHEN	Place where you can prepare meals. A fireplace, some tables, maybe chairs. Kitchen tools.
30	PITFALL	Floor in this room gives under pressure and you fall. What lies beneath? Was it a planned trap, or just an effect of decay?
31	TORTURE CHAMBER	Iron maidens, racks, pillories – you know the drill. Who was tortured here and by whom?
32	SHRINE	A miniature temple. Small altar, few tiny pews.
33	FOOD!	There is something edible (or drinkable) here. No tricks. Except one: it doesn't have to be obvious. How about a lemon tree? It's funny only when the party is starving.
34	LOCK	There is an elaborate, complicated lock here. What does it guard? What's the key?
35	ICE	Literally – ice. Or something frozen. Is it natural, or magical in nature?
36	MAP	There is a map (or maps) in this room. Does it straightforwardly show the layout of the dungeon, or some distant places? Or is it a map of human body?
37	WORKSHOP	A crafter, artificer or engineer used to work here. He could have left something of value behind. Maybe the workshop can be used to create something? Or maybe the owner still lives and is working on something new and exciting...
38	HERMIT	Someone is living here. He chose this place to live in seclusion. Possibly not aggressive.
39	AQUARIUM	There is an aquarium here. It can be a goldfish in a glass bowl, or a huge thing set in one of the walls. What's living in it?
40	CLOCK	A mechanical clock-like machine. How big is it? Does it show time, or something else? Is it active, or does it need winding up? What does it do?
41	CURTAIN	This room is divided by a heavy curtain or curtains. People use curtains to cover something that shouldn't be seen... What was its purpose here?
42	FORGE	Metal items were crafted here. Is it still useful? Does it have any exciting properties?
43	MINIBAR	Bingo! All kinds of liquor can be found here. Some should still be digestible...





d100	FEATURE	DESCRIPTION
44	CARPET	Typically laid on the floor, to make it fuzzy and warm. Sometimes used to cover something or in religious purposes. There are also stories of smothering adventurers and a direct line to hell. All in all, a carpet can be many things.
45	LOUNGE	This place was designed for relaxation. No one said it has to be human kind of relaxation.
46	FIRE	Something is burning here.
47	IRON MAIDEN	Legendary, historically-inaccurate torture device that no one ever used in real world. What was it used for in your dungeon?
48	EYE	There is an eye somewhere in this room, and it's watching. Is it carved, painted or is it a real, grown, organic eye hidden under that old table? Who uses it to spy on this room?
49	TAPESTRY	A woven picture hanged on a wall. What does it depict? What can it do?
50	MONOLITH	A tall, stone or metal, featureless structure stands in this room. Why is it evil?
51	SHOP	A place, where you can barter or exchange money for objects. Typically, it'll require a sentient being to trade with. But with a little bit of imagination you could make it work without any NPCs. How about a magical vending machine...?
52	MIMIC	Something here isn't what it seems... Something dangerous is masking itself as a normal object in the room.
53	MONITOR	Using magic or technology you can easily spy on other places and characters from here.
54	KEY	A key can be found here. Can be ordinary. Can be a phrase repeated by a crow. Can be a living creature who is the only thing that can open certain door.
55	HOURLASS	Small one, or as big as the room? What is it filled with? What does it measure? What happens when you flip it around?
56	WIND	You can definitely feel movement of air here. Is there a crevice leading to the surface here, or is the wind unnatural in origin?
57	SUMMONING CIRCLE	You know the drill: wipe or disturb a line of the circle, and face whatever was bound inside. But, if empty, you could use it to summon something yourself. This never ended badly.
58	BOARD GAME	Either something as simple as a chess board on a table in the corner, or the whole room is designed like a huge board game, where player characters are the pieces.
59	ASTROLABE	An astrolabe or an orrery shows positions of planets and celestial bodies. Is it mechanical, magical, painted? Is it static or moving? What can it do?
60	TROPHY ROOM	A display of trophies. Can be elegant or grisly. Is the hunter home, prowling, or long dead?
61	SMOKE	Room is filled with smoke. Think about its source, look and effects. It doesn't have to be thick, black, suffocating trap. Hallucinogenic incense is interesting too. Or a hookah smoking caterpillars.
62	FUNGUS	Fungi grow here. If you don't think it's exciting – go and Google anything about them, then get back to the Generator. You have one of the most interesting rooms in your dungeon.
63	WASTE	This room reeks. It's full of rotting organic material, or dirty trash.
64	CAGE	Is it a small birdcage, or human-sized? Empty, or full of something nasty?
65	FIREPLACE	Either a remnant of other adventurers, long gone, or an elegant salon with a huge, elaborate fireplace in one of its walls?
66	TOMB	Room where someone dead was buried.
67	MUSIC	Music can be heard in this room (and probably surrounding ones). What makes this pleasant sound?





d100	FEATURE	DESCRIPTION
68	MOUTH	There is a mouth somewhere in this room, and it's talking. Is it carved, painted or is it a real, grown, organic mouth hidden behind that old tapestry? What is it talking about?
69	BRIDGE	It's not much of a room, than a bridge built over a chasm, lava, river or other dangers. Better not fall. Also, some bridges tend to be guarded.
70	CANDLE	There is a candle or candles here. Something happens when you lit them or put them out.
71	TEMPTATION	Something (or someone) sensual dwells here, and its only purpose is to tempt adventurers.
72	VICTIM	You find someone dead here. Analyzing the body (or what's left of it) you can learn something useful about the dangers of this dungeon.
73	BOAT / CART	This room is a station for a peculiar, dungeon travel system. It can be a system of rails or an underground river, or some weird tunnels. Either way it can lead to a hidden part of the dungeon or some distant, other room or rooms.
74	CHEST	Chests typically hold something of worth, that's why they excite the adventurers so much. Exploit it or reward your players with something cool.
75	LABORATORY	An alchemist, scientist or magic user used to work here. He could have left something of value behind. Maybe the laboratory can be used to create something? Or maybe the owner still lives and is working on something new and exciting...
76	PET	A pet lives here. What is it, whom does it belong to and who takes care of it?
77	FRAGMENT OF HISTORY	A diary entry, few pages of a chronicle or some words scribbled in blood on the walls. They describe important parts of the dungeon history, ancient, or recent.
78	MIRROR	You don't have to do anything with it. Players tend to enter a state of real paranoid mindfuck when they see one. And if they don't – make this room a lesson.
79	CANNIBAL	Whatever dwells here, it likes to eat people.
80	UNFINISHED	This room is either a recent addition, or an unfinished and forgotten part of the dungeon.
81	SAUNA	Not necessarily a real sauna – can be a room with extremely high temperature or one filled with steam.
82	INSTRUMENT	A musical instrument of some kind can be found here. Why is it there? What does it do?
83	GOLD!	Something glitters in the darkness... There is gold, or something just as valuable here – silver, platinum, electrum etc. The question is, what you'll have to sacrifice to get it.
84	TIME DISTORTION	This room does not follow normal flow of time. Maybe it's in a stasis? Maybe it travels back in time? Maybe it's looped in time, and whatever happens in it happens all over again for eternity?
85	CELESTIAL	There is something calming, soothing and inherently good about this place. Celestials could be expected to appear here.
86	DEMONIC	There is something unnerving, scary and inherently evil about this place. Demons could be expected to appear here.
87	INVISIBLE	There's something invisible here. Or someone. Watch your steps.
88	PIT	A hole in the ground, leading to a horrible death.
89	TRAINING ROOM	Training dummies, archery targets and other training equipment. Or maybe something more advanced or magical? A programmable training golem? Illusory enemies to dispatch?
90	PETRIFICATED	Someone was petrified here and stands here like a statue. Is there some way to turn this flesh to stone? What happens when you do?
91	TOILET	Could be an elegant room used for grooming, an old, filthy bathroom or just some holes in the ground filled with something nasty.





d100	FEATURE	DESCRIPTION
92	SCRIPTORIUM	This room was used to record things. Typically – on paper, by scribes. But depending on the origin of the dungeon it could be wax tables, hieroglyphs or some kind of voice recordings. Is the scribe still present?
93	INSTALLATION	This room was designed to display a single piece of art. An installation. Is it any good? Is it interactive? What does it do? What does it mean? What does it say about human condition?
94	WARDROBE	A huge, heavy wardrobe can be found here. I'm not saying it's a gate to another world, where there is always winter, but no Christmas, but I'm not saying it doesn't.
95	ORACLE	An oracle was located in this room. Was it a person haunted by voices of gods? A fraud? A talking stone? A whispering tree? Is the oracle still active? What will it say to adventurers?
96	SHIFTING ROOM	This room travels, or changes. It never stays still for long. It can travel between two parts of the dungeon, between worlds, past and future, or it can spin, each time locking its door on different corridors leading out. Anyway, it's a confusing fun for all.
97	SKY	For some reason, sky can be seen from this room. Maybe the ceiling collapsed, or there is a crack in the rocks, a shaft, a window or some kind of magic working here. Anyway, the room is influenced by day-night cycle and weather conditions.
98	GUIDE	A creature or a spirit can be found here. In exchange for something very specific, it will agree to serve as a guide to the dungeon. Is it honest?
99	HAUNTED	A spirit (or spirits) is bound to this room. Could be a poltergeist that can animate objects within, or a wailing specter of a widowed queen.
100	DISPLAY	Something very expensive and/or powerful is displayed here. Can it be taken freely?



ADVANCED FEATURES

Medium-scope features, interactions and ideas for encounters. Use for bigger rooms.

d20	FEATURE	DESCRIPTION
1	BATHS	This room served as baths. There were organized pools of water (or other fluids) here, or maybe saunas. How about massage parlors? It was used for relaxation or revitalization and was probably decorated to enhance the aura of peace and relaxation.
2	LAVA	We all know the drill. Could be a lava waterfall, or lava river, just a pool of lava or an erupting volcano's pit. Can it be crossed over? How? Why is the lava here? Was it used for anything? Did it destroy something? Or maybe it's long cooled down, trapping something dangerous inside the black stone...?
3	TEMPLE	There used to be a whole temple here. Full with pews, altars and all the necessary preparation rooms. What or who was worshipped here? What happened to this place? Are there any worshippers left, or maybe just their spirits?
4	CHASM	A great, dark hole in the ground. How far it goes – no one knows. If you drop a coin, you'll never hear it land. But maybe something else will hear you instead... Can the chasm be crossed over, or is it forming a thin ledge, that you are now forced to traverse?
5	LIBRARY	So much knowledge was held here... Books, scrolls, cannibalistic grimoires, mad poetry, stone tables, wax voice recordings, kipu pendants, runes, spells, human memories magically bound to their skulls, mnemonic drugs, brains in jars, last words of dying gods scribbled on torn sheets of waxy paper... There are so many ways to store knowledge. Is there any valuable lore left here? Who's guarding it? And who wants to find it?
6	RUN!	Something gives, and crash! Slam! Bang! You're all in a pickle, and you need to run, now! Run for your lives! Boulders, blades, poison, lava – if you stop to look back, you're already dead. Run, and roll, and run again, until you're out of this room. Fly, you fools!
7	AUDIENCE CHAMBER	Long hall, tall steps, and huge throne. Whomever held audiences here, liked to feel respected. Is the ruler or his remnants here? Is he or she still sitting on the throne? What will happen when you try to do that...?
8	SUBMERGED	A portion of the dungeon is submerged in water. Will you manage to hold your breath long enough to explore all the drowned rooms, or will you join the undead guardians of these dungeon depths? And where did all this water come from?
9	DWELLING	People used to live here. Maybe not human people, but people nonetheless. Imagine a small village lost in the dungeon... Who lived here? Are they still around? How will they react to trespassers? Or maybe they are all long gone. What happened with them? What ended this place? And what can be found here?
10	GALLERY	Someone collected art in this room. Whole place is designed to display art. Could be something as simple as (cursed) paintings, (petrified) statues, (possessed) glass figurines, or something so strange and alien that it can barely be considered art by mere mortals. How about a collection of time distortions? A full set of otherworldly songs performed by undead orchestra? Movements of alien stars cast in highly radioactive resin? And will the custodian allow laymen to marvel at the glory of the Gallery?
11	FACTION	There are (or were) factions in this place. And one of them uses this room as their base of operations. Who might that be? A pack of mercenaries? Tomb raiders, lost and desperate? Prisoners? Mutants? Descendants of the dungeon creators? Or is the faction long gone, and only traces of their presence can be found here?
12	LAIR	A dangerous, and probably big monster is using this place as its lair. Is the beast home? If not, can the players deduct from the marks left by the monster what is it, so they are





d20	FEATURE	DESCRIPTION
		prepared to face it when it comes back? Can the beast be beaten, or should it be left alone? Fighting or sneaking through? What if there's something valuable here...?
13	BALLROOM	Oh, what parties were held here! What debauchery, what laughs, what good fun! It's long gone now, and only traces of the spirits of the attendants twirl in the air, dancing still... The only question is how haunted this place really is.
14	VERTICAL	The contents of this room are more vertical than horizontal. There might be stairs, a lift, a dwelling cut in tall stone wall, a huge relief serving as a puzzle, or the gravity might shift suddenly leaving player characters walking on the wall here. Anyway, there should be a lot of climbing, and probably a little bit of falling here.
15	ACADEMY	Central arena, boards and study helps, rows and rows of pews... Someone taught here. Someone was taught. What was the topic? Who was the teacher and who were the students? Is there anything left to learn in this room?
16	FOUNDRY	Molten iron flowed here. Masterful hands crafted items here. Lots of chains and heavy equipment; remnants of the forges that supplied dungeon's creators' armies with weapons and armor. Or maybe the foundry still operates...? Molten metals still flow, masterful hands still hammer down on ancient anvils...? Who uses this foundry? What exactly was made here? What dangers lurk in the reddish darkness that fill the many corners of this place?
17	HOARD	An adventurer's dream come true! A pile of treasures! The only problem it presents are the logistics – just how exactly are you going to transport these riches to civilization? Although, if you think about it, some other things come to mind... Treasure can be cursed. Treasure might be treasure only to dungeon creators – what are you going to do with a hoard of wooden coins? Treasure might be extremely fragile – you'll need to avoid any rapid movement to cash it in. Treasure might be alive – a rare creature, or even a person.
18	TREE	Huge tree grows here. Does it get any sun? If not, how can it survive in the dungeon? Was it worshipped, or is it just something that grew on its own, when this place turned to ruin? Did it overgrow something of importance? Are there fey creatures bound to it? What strange fruit might it bear?
19	MESS HALL	This place was the mess hall, room where whomever used this place used to gather to eat, drink and interact with each other. Are there any maps here? Windows? Rotten remnants of food? Any rodents? Dangerous insects? Discarded items or hastily sketched plans of bold invasion? This place tells a story, you just need to be observant and patient enough to uncover it.
20	MACHINE ROOM	Pipes and cogwheels. Hisses, rattles and clinks. This place powered something very important. What was it? Can the machinery be wound up again? Or is it still working, forming a dangerous obstacle course? What is the source of energy here?



COMPLEX FEATURES

Use these for truly huge dungeon rooms only.

Each of these features could easily become a mini-dungeon of its own.

d10	FEATURE	DESCRIPTION
1	ARENA	Imagine whole Coliseum lost somewhere in your dungeon. Who fought who on this arena? What were the rules? What made it unique? Was it later repurposed for some other activity?
2	CATHEDRAL	A huge temple is lost here. Ages ago, people gathered here to worship, prey and make sacrifices. This place was renowned for being one of the most important places of worship.
3	CITY	A small city lost somewhere in the dungeon. Was the city part of the original design, or did someone carve their dwelling inside the dungeon after it fell? Or maybe it's currently a camp of refugees, where players could restock and rest before venturing even deeper into the dungeon?
4	GIANT CAVE	This underground cave is a biome of its own. There are plants or fungi growing here, maybe there's water nearby? It's like an underground world of its own, with its hills and other landmarks. One can only wonder, what dwells in here.
5	LAKE	Huge, dark, calm, ice cold underground lake. Is there something on the other side? A tower on an island in the middle of the lake? Or a lost temple under its surface? What ancient evils might be stirred when you disturb the water...?
6	THEATRE	Big scene, rows of seats, boxes of props behind curtains. Or an ancient amphitheater. Hight art was performed here.
7	NEST	This huge space serves as a nest for some kind of dangerous creatures. Labyrinthine corridors hide many threats. Monsters spawn here. Food is carried toward queen's chambers, so fresh, it's kicking and screaming as killer drones drag it along the organic floors wrapped in a sticky threads.
8	WASTELAND	Someone is dumping waste here. Over hundreds of years this room was slowly but inevitably covered with litter. The waste can take many forms: Bones and skulls, paper scraps, rusted arms and armor, children's shoes, human (and inhuman) waste. It all piles up here. Is there some system present that deals with the waste? Something eating them? Crushing? Burning? Dissolving? Or does it just pile up for eternity? Are there scavengers present?
9	TOWER	This room is big enough to fit a tower inside. It could be a stalactite tower, carved upside-down. Or an ancient wizard's tower, buried in the rock eons ago.
10	CEMETERY	Not just an underground tomb. Hundreds and thousands of people were buried here. Most prominent families might have their own tombs, alleys sprawl between marked graves of an underground civilization.





5. Doors, Corridors & Passages

To speed up your game, give your players a breather and not overcomplicate your maze, I'd advise to keep most of your doors and corridors pretty mundane. One curious corridor, one strange door and one secret passage should be enough for most dungeons.

DOORS

When we say "door" it doesn't have to mean a simple hinged door. It can be a veil, a gate, a sheet of glass, a living creature blocking the way or a growth of vines obscuring the other side. A door is something you need to open to enter another room or corridor.

Roll for at least one door in your dungeon. First consider rolling for basic door material/type, and then the feature. If you like what you find, and it fits your dungeon well, you can always use the same feature for a set of doors, giving all of them the same feature. A tomb of ancient, vampiric race featuring dozens of doors that open only if you donate blood makes a lot of sense.

d12	TYPE	DOOR	DESCRIPTION
1	WOODEN LIGHT	TALKING	Everybody hates these bastards. What is it talking about? How can you open it? Do you need to solve a riddle or win a singing contest? Or is it just mumbling perverse secrets in an ancient language...?
2	WOODEN HARD	SADISTIC	This door opens only if you prove you are willing to hurt a living being or yourself. The key can be something simple, like fresh blood, pain, or a tooth, or something more horrible: an eye, a finger, a tongue... So many possibilities!
3	IRON	KILLER	It's pretty obvious for anyone looking at that door, that it's been booby-trapped in a truly deadly fashion. Opening it will take cunning, tools, cooperation, timing and maybe a little bit of magic. Each mistake will end in tragedy.
4	STEEL	SACRIFICE	You need to sacrifice something to open the door. Something truly meaningful, something you like, something you need or something that makes you – you. It could be a happy memory gone forever, a spell you need to forget, five years of your life, or a life of your future firstborn. It may seem vague today, but you will remember this door forever.
5	STONE	LOCKED	This door can only be opened by using a very specific key. There is no other way to force them open. You must find the key.
6	GLASS	TREASURE	Part of the door is made of precious material. With some work and a set of tools it can be removed and taken.
7	CRYSTAL	CURSED	Everybody passing through this door will be cursed. Only when a very specific set of rules and/or rituals is followed, the curse can be avoided.
8	LIVING PLANT	CONFUSING	This door does not lead where you think it should. Passing through can teleport you to other side of the dungeon, a remote place or can change how gravity affects your bodies. Whatever it does to you – it's confusing.
9	LIVING FLESH	SPLITTING	This door will split your party, not your body. As soon as half of your party goes through, it instantly closes and locks itself, separating you until you find a way around them or waste precious time to force them open again.
10	RUSTED	STUCK	Someone or something damaged the door beyond repair, or maybe it just stopped working ages ago, who knows. Anyway, the only way through this door is by sheer force. These doors need to be forced open.





d12	TYPE	DOOR	DESCRIPTION
11	BRASS	BLESSED	Only noble, honorable or inherently good creatures can pass this gate. The door might also bestow a blessing upon them. It won't allow the darkness to pass through in any form.
12	FILIGREE	SEALED	Something harmful lies beyond this door. A monster, spirit, vacuum, strange gas, magical fire, tons of water. Someone took great pains to seal these doors. And while it may be quite easy to open them, are you sure you should do it?

CORRIDORS

Corridors connect rooms to each other. Corridors can turn, cross and fork, end with a dead end. There may be door on each end of a corridor, but sometimes there's none. Consider making most of the corridors in your dungeon mundane, leaving the extraordinary for the rooms. If you need something extra though, roll once or twice on the table below.

d12	CORRIDOR	DESCRIPTION
1	GALLERY	Portraits or pictures hang on walls of this corridor.
2	NOOK	There is a small, comfortable nook in this corridor. There can be a sofa or a fireplace there. It's a good spot to rest for a while or spend the night.
3	MIRRORED HALL	Mirrors, mirrors everywhere. It's slightly confusing. And as we all know, mirrors in a dungeon can often be cursed or have other magical features.
4	DEATHTRAP	Whole length of this corridor is trapped. You need to run and time your dodges perfectly to survive and reach the other side.
5	BRIDGE	This corridor is in fact a bridge – there are no walls, and a deep, dangerous pit opens under it. Falling can be extremely dangerous.
6	DEADLY WALLS	As long as you don't touch the walls of the corridor, you'll be safe. Walls can be overgrown by plants that ooze toxins, be made of magical fire or lava, be trapped or cursed.
7	TAPESTRIES	A tapestry hangs on the wall through the whole length. Can you decipher the ancient pictures and writings? What can you learn?
8	TOMBS	Like in catacombs, there are shallow nooks in the walls where dead people lie.
9	BLOCKADE	Something is blocking the way. Rubble, a fire, a big monster or a gelatinous cube. You have to overcome the blockade to continue forward.
10	SUBMERGED	This corridor leads down for a while, and then the rest of it is flooded with water. Can you hold your breath long enough to reach the other end?
11	NATURAL	This corridor was made by the forces of nature. An earthquake, an underground river, a lava flow, drilled by roots of a plant that has been long dead now. It's irregular.
12	DUG	This corridor has been dug recently by magic, monster, or a group of intelligent creatures. It's a new addition to the dungeon, probably leading in, out, or to a hidden, forgotten section.





HIDDEN PASSAGES

Secret passages and hidden doors are a constant in a fantasy dungeon. Hard to spot, sometimes even harder to open, they often lead to secret rooms and bonus content. Let's make them exciting. I propose to create one secret passage per every floor/section of your dungeon. Roll on the table below, to learn how the passage is hidden.

d12	HIDDEN HOW?	DESCRIPTION
1	ILLUSION	A classic. Part of the wall is illusory, and if you know where to look (or if you check the walls constantly) you might just notice it.
2	CRAFT	This hidden passage was created by a smart crafter. Press a brick, pull on chain, tilt a book in a bookcase, and the hidden door opens.
3	PICTURE	The passage is hidden behind an art object. A huge portrait can cover the entrance, or a tapestry can hide a secret door.
4	STATUE	Another evergreen. Move the statue and find a passage under or behind it.
5	TELEPORTATION	A spell or an enchanted object in this room can transport you to a hidden chamber. But where, and what might it be?
6	PORTAL	A portal can be summoned here, leading to a hidden passage.
7	DEADLY GATE	An obvious trap or dangerous object is harmless and actually leads to a hidden passage.
8	COVERED	The passage is obscured by waste, trash or foliage.
9	PASSWORD	The secret passage only reveals itself to someone who utters the password nearby.
10	KEY	The secret passage only reveals itself to someone carrying a very specific, special key.
11	EVENT	The secret passage only reveals itself if a very specific event happens in the dungeon or the surrounding world (for example: only when the lineage of old kings become extinguished).
12	TIME	The secret passage only reveals itself at specific time: once every hundred years, only during night, only during full moon, only for ten minutes each day etc.



6. Final Touches

You'll find two additional tables here, to finish up your dungeon.

VERTICAL TRAVEL

If your dungeon is multileveled in a vertical sense, mark your connectors on your floor plans. Choose simple stairs for most of the time and roll on this table if you'll want something extra. Remember to decide if your passage is one-way or two-way, especially when it comes to some magical types of connectors.

d12	TYPE	DESCRIPTION
1	STRAIGHT STAIRS	Simple, straight stairs. If you want to make them more exotic, you could make them giant or change them into magical or mechanical escalator.
2	SPIRAL STAIRS	Like above, but the stairs climb up in circular way. It could be a tight, castle-like flight of small stairs, where one might feel like losing his footing, or a huge spiral of stairs with a view.
3	STAIRCASE	Straight or spiral stairs interrupted in equal intervals by mezzanines. You could treat the mezzanines as small rooms if you want.
4	ELEVATOR (MACHINE)	Mechanical elevator of some kind. May be as simple as a platform raised by pulling a line, or a complicated, steam-punk like monster of a lift.
5	ELEVATOR (MAGICAL)	It can take many shapes, but it is operated and powered with magic.
6	CLIMB	Either there was a connector, but it was destroyed, or there never was a passage here, and only the dungeon's decay allows changing floors here. Either way, you'll need to climb up or descend to get there.
7	ANTIGRAVITY	A column of antigravity field allows smooth travel between dungeon floors.
8	TELEPORT	Instead of connecting levels with physical design, the creators made a series of teleportation pads around the dungeon. It might be pretty complicated to understand how they work though.
9	TRANSPORT	You have to be carried to reach next floor. Huge, trained bats, snakes, spiders, salamanders, golems or ogres – something will help you travel up or down.
10	RAMP	It's a ramp leading both ways, or a slippery slide leading downward only.





LIGHTING

If your dungeon is a truly strange, magical place, you might consider giving it a specific, magical lighting system. Remember that light management is an important part of dungeoneering, and rarely relieve your players by handing them a fully-lighted dungeon.

If you want to create something special, roll three times on the table below (once per each column) and mix the results.

d12	TYPE	COLOR	FEATURE
1	GAS LAMPS	WARM WHITE	SELF-SUSTAINING
2	GLASS LANTERNS	COLD WHITE	REFUELED/MAINTAINED BY A SPECIFIC CREATURE
3	TORCHES	YELLOW	LONG BURNED-OUT
4	GLOWING PLANTS	FIERY ORANGE	OFF, BUT CAN BE EASILY REIGNITED
5	GLOWING CREATURES	RED	THE LIGHT IS CURSED
6	ELECTRIC RODS (MECHANICAL)	BLUE	THE LIGHT IS BLESSED
7	WILL-O-WISPS	GREEN	CAN BE CONTROLLED BY A MAGICAL WORD/GESTURE
8	NORTHERN LIGHTS	VIOLET	ONLY TURNS ON WHEN SOMEONE'S AROUND
9	EMANATES FROM VISITORS THEMSELVES	PINK	CHANGES COLORS/INTENSITY DEPENDING ON WHO IS AROUND
10	GLOWING FLOOR	TEAL	MIMICS THE DAY-NIGHT CYCLE
11	ENCHANTED ROOF	ULTRAVIOLET	SUSTAINED BY SUFFERING (TORCHES MADE OF BONES OF SACRIFICES, LANTERNS FILLED WITH TEARS OF SLAVES ETC.)
12	GLOWING RUNES	SHIFTING COLORS	DANGEROUS (CAN START A HUGE FIRE OR TRIGGER A DISASTER IF NOT TREATED CAREFULLY)

End Note

Hope you got what you wanted. If you liked it, tell your friends about Elegant Fantasy Dungeon Generator; it's not like it's expensive or something.

And if you like how I handled the topic, you might want to check out other products from my Elegant Fantasy series as soon as they come out. You can already find two of them on DriveThru: An [Elegant Fantasy Creature Generator](#) and the [Elegant Fantasy Artifact Generator](#). Both are PWYW products.

I'm also currently working on a system agnostic, OSR, weird-fantasy style **dungeon module**. It will be an over 30 pages long delve into a gigantic vivarium of a visionary botanist, Gustav Galina. Mapped, and illustrated.

Thanks for getting my book and see you soon!

