

# No Budget No Frills Pencil and Paper Dungeon Generator Ver. 3.0

You hold in your hands a simple random dungeon generator. Does the world need another one? Probably not, but here it is anyway!

**You'll Need:** d12, d10, d6, d4. Graph paper and pen/pencil or electronic equivalents.

**Instructions:** Draw the starting point ( room, hallway, whatever you like), roll d12. Check the table, add what's shown to your map, repeat.

**On Secret Doors:** When corridors (or rooms) abut without means of passing between them, check for secret door: Roll 1d6, 1=Secret door. Roll again:1 – One way, direction you're going, 2-5 Both directions 6 – One way, against your direction.

**On Stairways/Exits:** Don't resist multiple stairways or exits! They give players choices!

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Roll "Dungeonmorph"	Notes
1 or	Stairs up or Exit (player choice or roll, roll 1D6 1-3=Stairs, 4-6=Exit)
2 or	Stairs down or Exit (player choice or roll, roll 1D6 1-3 = Stairs 4-6=Exit)
3 or	Straight Hallway* w/Covered pit or other trap (roll 1d6, 1-3 pit trap, 4-6 other )

Roll "Dungeonmorph"	Notes
4 	Straight hallway* *Intersection
5 	4-way intersection*
6 	Turn right*
7 	Turn left*
8 	T-Intersection*

I've intentionally left the dungeon unpopulated, beyond the indication of traps (T), empty rooms (E) and rooms with monsters (M). I am sure you can come up with something suitable if you want to use the sample.

If you give the generator a try please let me know what you think. You can drop me a line at:

[tabletopdiversions.blogspot.com](http://tabletopdiversions.blogspot.com)

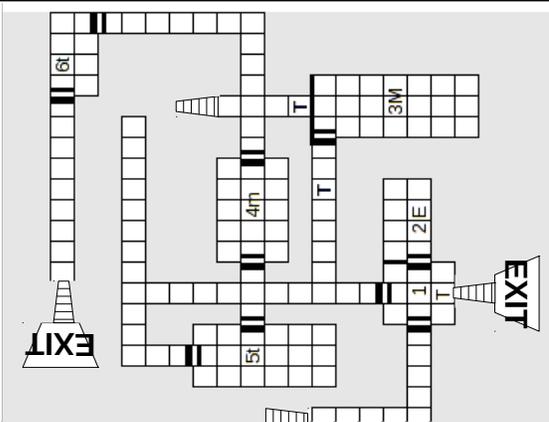
Happy Dungeoneering!

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Roll "Dungeonmorph"	Notes
9 	Empty room.**
10 	Trapped room**
11 	Monster Room**
12 	Dead end or Re-roll.

\*On Hallways/Intersections/Turns  
length = 1d10 squares

\*\* On Creating rooms:  
Roll 1d4-1 additional exits.  
Dimensions: 1d10 by 1d10 squares



Actual result of using previous table.  
Excited yet?