Microlite20

Random Adventure Generator

The Microlite20 Random Adventure Generator will get your Microlite20 games going with little or no prep time!

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Random Adventure Generation

Sometimes you are overflowing with ideas for plots and places for the characters in your adventures to explore, other times, you're not.

To alleviate some of the stress of adventure or campaign creation, or in the event your player's characters head off in an unexpected direction, we have for you Random Adventure Generation tables. This will cover you in almost all circumstances, wilderness, dungeon, or other regions the characters may wander off to.

Random Dungeon Generator

The following "micro-sized" random dungeon generator can be used for those times when you don't have an adventure prepared, you just feel like winging it or want to play a solo game.

To use the random dungeon generator you will at least need to come up with a starting point for the character(s). It could be a passage, a room, or a door. If you start your random dungeon and are immediately confronted with something like a dead end, reroll the result.

d20	**Passages	Behind a Door	Chamber & Rooms	Exits	*Exit Location	Stairs	Door	d20
1	Straight 30'	Passage straight	Square 40'x 40'	None	Same wall as entrance	Ramp up 1 level	Secret DC20	1
2	Straight 50'	Passage left				Ramp down 1 level	Unlocked and Unstuck	2
3	Door	Passage right	Square 60'x 60'					3
4		Passage right						4
5		Passage left, right and straight	Rectangle 20'x 30'		Left Wall	Stairs down 1 level	Stuck DC13	5
6	Straight 20' Door on left or right							6
7			Rectangle 40'x 60'	1				7
8	Straight 20' passage on left or right	Room or Chamber (Even number room, odd number chamber)					Wooden locked DC16 + level (dungeon)	8
9			Circle 40'x 40'					9
10	"T" intersection				Right Wall			10
11	"Y" intersection		Circle 60'x 60'	2				11
12	Passage goes left					Stairs up 1 level	Iron locked DC18 + level (dungeon)	12
13	Passage goes right		Special					13
14	Chamber		Trap					14
15	Room		Treasure			Trapdoor up		15
16	Stairs		Monster	3	Opposite Wall		Stone locked DC20 + level (dungeon)	16
17	Straight 20' stairs on left or right		Monster			Trapdoor down		17
18		Stairs	Monster	4				18
19	Passage Ends	Trap	Monster			Shaft		19
20	Monster	Monster	Monster	Stairs		Exit outside	Hold Portal	20

Note: Some blocks will have two features that need to be determined, such as stairs and a passage.

* Exits from chambers are passages, exits from rooms are doors.

** A passage will continue for 30' before the feature indicated on the table unless a distance is noted.

Using the Random Dungeon Generator is fairly simple. Roll a d20 and reference the necessary features block column on the table.

Say you have the party at an old ruined monastery and they have discovered a passage under some rubble leading into darkness. You would roll a d20 and reference the Passages column. If you roll something like, "passage ends," that doesn't make sense, roll again. Okay, so you roll a d20 and get a 14. A roll of 14 on the Passages column indicates a Chamber is there. You may have noticed the ** note associated with Passages. A passage will continue for 30' before the feature indicated on the table unless a distance is noted. No distance is noted for a Chamber, so the Chamber will be located after 30' of passage. On your GM's map draw a straight 30' passage with an opening at the end for your chamber.

Now you need to know how big the chamber is. Did you notice the color in the background of the "Chambers" box? This color-code tells you what column to roll on and reference next. The light red color tells you to go to the "Chamber & Rooms" column. If you roll a d20 and get a 5 you would reference the "Chamber & Rooms" column and see that the chamber is "Rectangle 20' x 30'." Now you can draw in a rectangular 20' x 30' chamber on your map. The dark violet color of the "Rectangle 20' x 30'" box tells you to go to "Exits" next to determine how many exits out of the chamber there are.

This progression continues as you roll and create your dungeon. The roll results for a d20 are listed on both sides of the table to make it easier for you to find the block associated with your roll.

If a features block color references a color not found in the header row it means three possible things; further movement is no longer possible do to results of "Passage Ends," "None," or "Exit Outside," that you are in either a chamber or room and need to proceed to either the "Passages" column or "Door" column (chamber exits are passages and room exits are doors) or you ended with a result of "Monster", "Trap" or "Treasure."

For Monster or Trap results roll on the Random Monster Table or the Random Trap Table for the appropriate dungeon level to find what monster or trap lies ahead and then roll again on the previous column, ignoring any duplicate results, to determine the map content.

For Treasure, consult the SRD's Treasure section. If any treasure is unguarded it will take a DC20 + dungeon level (Mind+SUB) Skill check to find it.

The "Special" found in the features block under Chamber & Rooms allows the GM to create something unique, such as a great hall, enormous cavern, etc., and the "Hold Portal" under the "Door" column is per the 1st level Arcane spell.

If a roll is made that would cause you to have to overrun areas of your dungeon already created either modify the result to fit your map or roll again.

Chamber, Room and Passage Dressing

d20	Room	Furnishings	Terrain	Miscellaneous	Personal
1	shrine, temple, chapel	basin, pews, lectern, shrine, pulpit	alter	decanter, robes, bag, bottle, bowl, censer, religious books	anklet, cassocks, decanter, pin, bracer, book
2	meditation	candelabrum, pedestal, mat, cushion, brazier	columns	chime, bell, drum, gong, horn, incense,	talisman, bandages, basket, bottle, bowl
3	gallery, game room, trophy room, common room	curtain, mosaic, loom, carpet	statue	animal (stuffed), candle, carving, horn, drum	armband, bracelet, scarab, coffer (jewelry),
4	privy	brazier, coat rack	sinkhole, fungus, mold	dust, dripping water, odor, bucket	box (jewelry), pendant, candle snuffer, cane, case
5	vault, treasury	chest, box	pillars	skull, trophy	brooch, medallion, cup, dipper, dish
6	library, study	bench, painting, chair, couch	dome	books, paper, scroll tube, scroll	buckle, clasp, food, hourglass
7	vestibule, lounge, antechamber, reception, office, entry, courtyard	sconce, tapestry, armchair, desk	fireplace	hourglass, jar, jug, kettle	cameo, collar
8	laboratory, summoning room	workbench, rug, shelf	obelisk	pentagram, scorch marks, herbs, mortar & pestle, wire, beaker, chalk, stone	pitcher, medal, knife, knucklebones, pipe
9	torture chamber	rack, stock, iron maiden, table	stalactite, stalagmite	whips, branding iron, chains, knives, manacles, bones, dried blood, skin, corpse	choker, chalice, mirror, mug, needle & thread
10	bestiary, cell, chantry, kennel, pen, prison, stable	cage, mattress, trough, garbage	ledge	straw, dung, odor, trash,	torc, comb, necklace, scented oil, pan,
11	crypt, tomb	casket, coffin	sarcophagus, rubble	cobwebs, scratches on wall	hair brush, chain, parchment, instrument,
12	divination, observatory	mural, bookcase, fresco	chasm	magic circle, crystal ball, ashes, potion, bottles, parchment, pot	hair pin, charm, rod
13	smithy	anvil, furnace	crevasse	bellows, smock, charcoal	earring, idol, periapt, pouch, quill
14	audience chamber, court, great hall, throne room	throne, chandelier, statues	balcony, dais, pillars, platform	mosaic, pennants	statuette, amulet, razor, salve, crown
15	dining hall, refectory	huge pot, buffet, crate, cupboard, table	recess	belt, boots, cap, cloak, gloves, apron	locket, religious beads, tiara, scroll
16	barracks, dormitory, storage	stool, bunk, pillow, trunk, sheet, weapons, armor, chamberpot, pallet	alcove	coat, doublet, hat, leggings, dress, tunic, surcoat, gauntlets, rope	religious symbol, headband, stopper, statuette
17	armory, guard room, training, arena, stockade	torches, relief, weapon rack, weapons, armor	fighting pit	coif, gauntlets, hood, kirtle, mantle, helm	ring, diadem, figurine, tankard, whetstone
18	pantry, cistern, kitchen	cabinet, cask, oven, pans, barrel, sack	fire pit, well	pouch, ladle, broom, spoon, apron, plate, platter, pot., saucer, fork, tongs, towel, whetstone	flask, pouch
19	closet, dressing room, sitting room, bedroom	bed, blanket, chairs, wardrobe, mirror, armoire, quilt	steps	gown, jerkin, hose pantaloons, scarf, purse, kerchief, girdle, bag	scepter, coronet, tray, vase, vial
20	bath, bathhouse	pail, pegs, tub, screen	arch, pool	sandals, shift, slippers, oil, soap, ewer	staff, circlet, ewer, wig, whetstone, razor

Roll once and read across the row and categories or roll individually for each category to mix things up.

Random Trap Tables

d20	EL 1 Traps
1,2	Basic Arrow Trap
3,4	Camouflaged Pit Trap
5,6	Deeper Pit Trap
7,8	Fusillade of Darts
9,10	Poison Dart Trap
11,12	Poison Needle Trap
13,14	Portcullis Trap
15	Razor-Wire Across Hallway
16	Rolling Rock Trap
17	Scything Blade Trap
18	Spear Trap
19	Swinging Block Trap
20	Wall Blade Trap

d20	El 4 Traps
1,2	Bestow Curse Trap
3,4	Camouflaged Pit Trap
5,6	Collapsing Column
7,8	Glyph of Warding (Blast)
9,10	Lightning Bolt Trap
11,12	Pit Trap
13,14	Poisoned Dart Trap
15	Sepia Snake Sigil Trap
16	Spiked Pit Trap
17	Wall Scythe Trap
18	Water-Filled Room Trap
19,20	Wide-Mouth Spiked Pit Trap

d20	EL 2 Traps
1,2	Box of Brown Mold
3,4	Bricks from Ceiling
5,6	Burning Hands Trap
7,8	Camouflaged Pit Trap
9,10	Inflict Light Wounds Trap
11,12	Javelin Trap
13,14	Large Net Trap
15	Pit Trap
16	Poison Needle Trap
17	Spiked Pit Trap
18	Tripping Chain
19,20	Well-Camouflaged Pit Trap

d20	EL 5 Traps
1,2	Camouflaged Pit Trap
3	Doorknob w/Contact Poison
4,5	Falling Block Trap
6	Fire Trap
7	Fireball Trap
8	Flooding Room Trap
9,10	Fusillade of Darts
11,12	Moving Executioner Statue
13	Phantasmal Killer Trap
14,15	Pit Trap
16	Poison Wall Spikes
17,18	Spiked Pit Trap
19	Spiked Pit Trap (80 ft)
20	Ungol Dust Vapor Trap

d20	EL 3 Traps
1,2	Burning Hands Trap
3,4	Camouflaged Pit Trap
5,6	Ceiling Pendulum
7,8	Fire Trap
9,10	Extended Bane Trap
11,12	Ghoul Touch Trap
13,14	Hail of Needles
15	Acid Arrow
16	Pit Trap
17	Poisoned Arrow Trap
18	Spiked Pit Trap
19,20	Stone Blocks from Ceiling

d20	EL 6 Traps
1,2	Built-to-Collapse Wall
3,4	Compacting Room
5,6	Flame Strike Trap
7,8	Fusillade of Spears
9,10	Glyph of Warding (Blast)
11,12	Lightning Bolt Trap
13,14	Spiked Blocks from Ceiling
15	Spiked Pit Trap (100 ft)
16	Whirling Poison Blades
17,18	Wide-Mouth Pit Trap
19,20	Wyvern Arrow Trap

d20	EL 7 Traps
1,2	Acid Fog Trap
3,4	Blade Barrier Trap
5,6	Burnt Othur Vapor Trap
7,8	Chain Lightning Trap
9,10	Black Tentacles Trap
11,12	Fusillade of Poison Darts
13,14	Lock Covered in Dragon Bile
15,16	Summon Monster VI Trap
17,18	Water-Filled Room
19,20	Well-Camouflaged Pit Trap

d20	EL 8 Traps
1,2	Deathblade Wall Scythe
3,4	Destruction Trap
5,6	Earthquake Trap
7,8	Insanity Mist Vapor Trap
9,10	Acid Arrow Trap
11,12	Power Word Stun Trap
13,14	Prismatic Spray Trap
15,16	Reverse Gravity Trap
17,18	Well-Camouflaged Pit Trap
19,20	Word of Chaos Trap

d20	EL 9 Traps
1-4	Drawer Handle w/Poison
5-8	Dropping Ceiling
9-12	Incendiary Cloud Trap
13-16	Wide-Mouth Pit Trap
17-20	Wide-Mouth Poison Spike Pit

d20	EL 10 Trap
1-4	Crushing Room
5-8	Crushing Wall Trap
9-12	Energy Drain Trap
13-15	Forcecage and Summon Trap
16-18	Poison Spike Pit Trap
19,20	Wail of the Banshee Trap

Random Monster Tables

Level 1 Random Monsters

d20	Level 1 Monsters	# Encountered
1-2	Beetle, Giant, Fire	1-4
3-4	Darkmantle	1-2
5-6	Drow	1-2
7-8	Goblin	1-3
9-10	Hobgoblin	1-2
11-12	Kobold	1-4
13-14	Orc	1-2
15-16	Skeleton	1-2
17-18	Stirge	1-2
19-20	Roll on Level 2	-

Level 2 Random Monsters

d20	Level 2 Monsters	# Encountered
1	Ghoul	1-2
2	Gnoll	1-2
3	Kreshnar	1-2
4	Lizardfolk	1-3
5	Shocker Lizard	1-2
6	Spider Swarm	1
7	Troglodyte	1-2
8	Wererat, Hybrid form	1-2
9	Zombie	1-2
10	Roll on Level 3	-

Level 3 Random Monsters

d20	Level 3 Monsters	# Encountered
1-3	Ankheg	1-2
5-7	Bugbear	1-3
8-10	Choker	1-2
11-12	Gray Ooze	1
13-14	Hag, Sea	1
15-16	Hippogriff	1-2
17-18	Shadow	1-2
19-20	Yeth Hound	1-2

You can also create your own Random Monster Table that has a monster "theme" to it. For example, you could create; "The Goblin Caves!"

"The Goblin Caves!"

d20	Level 1 Monsters	# Encountered
1-2	Goblins	1-4
3-4	Goblin Guards	1-2
5-6	Goblin Javelin Guards	1-2
7-8	Goblins	1-3
9-10	Goblin Mage (Mage)	1
11-12	Bugbear Mercenary	1
13-14	Goblin Queen (add 1 HD) Roll again and add to encounter.	1-2
15-16	Goblin King (add 2 HD) Roll again and add to encounter.	1-2
17-18	Goblin Shaman (Cleric)	1
19-20	Roll again and add to encounter.	-

Blank Random Monster Theme Table

d20	Monsters	# Encountered
1-2		
3-4		
5-6		
7-8		
9-10		
11-12		
13-14		
15-16		
17-18		
19-20		

Random Wilderness Generator

Eventually your players will leave the depths of the dungeons and look to travel across the realm for new adventures. For this we have a Random Wilderness Generator to establish the lands around the character's hometown. It will fill in terrain and add the opportunity to find new towns and other dungeons whose depths are waiting to be explored.

To use the Random Wilderness Generator take the terrain that you currently have your player's characters set in and roll on the Random Wilderness Table for the new location they plan to move into. Locate the party's current terrain in the header row, roll a d20, and then locate the result in the column on the left. That's the terrain of the area they have moved into. The size of these areas is up to you but an agreeably distance is commonly 3-4 miles per square or hex on your map.

Random Wilderness Table

Terrain	Badland	Canyon	Desert	Flatland	Forest	Hills	Mtn's	Swamp	Water
Badlands	1-8	1	1	1,2	1,2	1,2	1,2	1	1
Canyon	9	2-9	2	3	3	3	3	2	2
Desert	10	10	3-10	4	4	4	4	3	3
Flatlands	11,12	11,12	11,12	5-11	5,6	5,6	5,6	4,5	4,5
Forest	13,14	13,14	13,14	12,13	7-12	7,8	7,8	6,7	6,7
Hills	15,16	15,16	15,16	14,15	13,14	9-14	9,10	8,9	8,9
Mountain	17,18	17,18	17,18	16,17	15,16	15,16	11-17	9,10	9,10
Swamp	19	19	19	18	17	17	18	11-15	11,12
Water	20	20	20	19,20	18-20	18-20	19,20	16-20	13-20

Random Terrain Examples

For some variation to the terrain rolled on the Random Wilderness Table use the following table.

Terrain	Examples
Badlands	brush, brackens, bush, crags, rough, scrub, thickets, veldt
Canyon	basin, chasm, crevasse, dale, gap, gorge, gulch, hollow, notch, ravine, rift, vale, valley
Desert	barrens, dunes, flat, sands, snowfield, waste
Flatlands	downs, fields, flats, heath, meadow, moor, plain, prairie, savanna, steppe
Forest	copse, glade, glen, grove, jungle, woods
Hills	barrow, bluff, cairn, dunes, foothills, ridges
Mountain	cliffs, glacier, mesas, pass, peak, summit, tor
Swamp	bayou, bog, fen, marsh, mire, morass, slough, quagmire
Water	bay, bend, brook, creak, delta, falls, gulf, harbor, inlet, lake, ocean, pond, rapids, river, sea, stream, tributary

When character explore a new area using the Random Wilderness Table you may also want to make a d20 roll on the following table to determine if there are any dwellings or abandoned locations there.

Dwellings and Abandoned Locations Table

d20	Dwellings or Abandoned Locations	d20	Abandoned Locations
1	Homestead - house, inn, lodging, quarters	1-14	Homestead - den, haunt, house, inn, lodging, quarters
2	Village - crossroads, hamlet, thorp	15	Village - crossroads, hamlet, thorp
3	Town	16	Town
4	City - capital, port	17	City
5	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold	18	Tower - obelisk, pillar
6	Abandoned (roll on Abandoned Locations to the right)	19	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold
7-20	Uninhabited	20	Monastery - abbey, temple

It's up to the Game Master to decide if an abandoned location contains any monsters or underground dungeon complex. Also, if any rolls indicate something doesn't make sense simply roll again.

Random Weather

Random weather is another way to spice up your adventure. Instead of the characters waking up to the same old day, this time they could wake up to a heat wave, a driving snowstorm or worse! Even if the weather is calm and normal a quick description of the day helps paint a picture in your player's imaginations.

Roll on the Random Weather Table and reference the text under the climate the characters are currently in. You may want to roll twice in a day to show changing weather conditions, once in the morning and once in the afternoon, it's up to you. You may also want to consider a penalty for *unfavorable conditions*, see the Player Skills section, if extreme weather is rolled.

Random Weather Table

d20	Weather	Cold Climate	Temperate Climate*	Desert
1-13	Normal Weather	Cold, calm	Normal for season**	Hot, calm
14,15	Abnormal weather	Heat wave (1-6) or cold snap (7-20)	Heat wave (1-10) or cold snap (11-20)	Hot, windy
16,17	Inclement weather	Precipitation, snow	Precipitation, normal for season	Hot, windy
18,19	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
20	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour
* Temperate includes Flatlands, forest, hills, mountains, swamp and warm waters.				
** Winter is cold, summer is warm, spring and autumn are temperate. A swamp is slightly warmer in winter.				