

Introduction

I hate introductions, yes yes yes we all get it, you with the pointy hat, you're a wizard, and you, with the shadowy cloak, I bet you have an edgy personality and steal things, and I'm sure you all can figure out what I do with this axe. Let's get on with it

- Kalgor, Level 1 Barbarian.

There are times in our adventuring career that we want a dungeon filled with monsters, loot, and combat. The reasoning is not as important as the fact that we are with around a table with our friends drinking an age-appropriate beverage.

What this module is

This module will, room by room, create a dungeon for you and your party to explore. There will be monsters to kill and loot to... er... loot. This can either be managed by a DM,

What this isn't

Dungeons are different than adventures and this is not an adventure emulator. If you are looking of complex plots, lots of mystery, highly developed NPCs, and high intercharacter drama, this isn't the system you are looking for.

Choices, not mystery

In rpgs with a game master, most of the information is hidden from the players. In this case there isn't any hidden information. Most successful checks will let you determine the effect of something before you apply (e.g. the cauldron) and players will always know the odds before they drink out of that magic pool. You will love and hate this

We stand on the shoulders of Giants

This packet is inspired, influenced, and derived (with permission) from the fantastic work of many clever and amazing people including

Axbane

SlyFlourish

Jason Lutes

A full listing of inspiration and influence can be found (XXXXXX).

Basic Play Structure

We all got to start somewhere.

Play in the Dungeon

1. **Check time.** If you have accumulated over an hour in the dungeon, the party leader needs to roll a d12 to check for a random encounter. On a 11 or 12, a random encounter occurs. After you check for a random encounter. Reduce the accumulated time by an hour.
2. **Choose the direction to travel.** The party leader chooses where they travel and rolls dice to determine
 - a. The number of exits
 - b. The room's construction
 - c. The room's contents
 - d. The additional dressing
3. **Draw it out.** If necessary, the party leader should draw out the basic layout of the room, and place any required dressing or contents. Feel free to be creative.
4. **Name three aspects.** Starting to the right of the party leader, each player should roll or choose a feature of the area (columns, braziers, pile of corpses) and draw it on the map. Players should ask clarifying questions (e.g. how tall is the pile of corpses, Kevin?).
5. **Resolve any dangers.** The party leader moves the monsters how they see fit.
6. **Resolve anything else.** Time to search for secrets! Also, the party leader decides what are the results of any additional searches.
7. **Add time spent.** Resolving each room (killing monsters, searching for secrets, being careful) costs 15 minutes. Plus, any additional penalties or choices made by the party (e.g. a shot rest).
8. **New party leader.** The title of party leader goes to the player on the right.

Notes: The party leader may delegate to any of the players at any time for decisions.

Starting an Adventure

All adventures start somewhere.

Setting Dungeon Level

The **dungeon level** determines the difficulty of the adventure. In general, it should be set to the average party level to provide a tough, but mostly survivable adventure. Increasing or decreasing the dungeon level will provide a harder or easier experience.

Setting Difficulty Class

Dungeons contain traps, secrets, locks, and other things that require the skills of an adventurer. In general, the equation for determining the difficulty class (DC) of a check is **10+dungeon bonus+1d6**. The **dungeon bonus** is determined below and is based on **dungeon level**.

Dungeon Level	Dungeon Bonus
1-3	+0
4	+1
5-7	+2
8-10	+3
11-12	+4
13-16	+5
17-20	+6
21-23	+7

Dungeon Purpose¹

Roll or choose below to determine who built the dungeon and what it was originally used for. Remember to include any story elements from **previous sessions** to make this dungeon logical.

Dungeon Purpose		
d12	Builder	Function
1	Aliens/precursors	source/portal
2	demigod/demon	mine
3-4	natural	tomb/crypt
5	religious order/cult	prison
6-7	humanoids	lair/den/hideout
8-9	dwarves	stronghold/sanctuary
10	elves	shrine/temple
11	wizard	archive/library
12	monarch/warlord	unknown

If your dungeon was built and then later abandoned, roll on the table below to determine the fate of the original inhabitants

d12	Dungeon Ruination
1	arcane disaster
2	damnation/curse
3-4	natural disaster (fire, flood, etc)
5-6	plague/famine, drought
7-8	overrun by monsters
9-10	war/invasion
11	depleted resources
12	better prospects elsewhere

Consider how your character knows this information? Do they have a criminal contact in town? Did the worried mayor dump all the information on party?

Dungeon inhabitants

OK you have location, but now it needs things to fight. Choose or roll a d20 to stock the dungeon with its inhabitants.

D20	Dungeon Inhabitants
	Bandits
	Constructs
	Demons
	Devils
	Goblinoids
	Orcs
	Undead

The Quest

While piles of ancient coin and tomes of ancient forbidden knowledge are often enough to spur foolhardy adventurers into the darkness, there are other reasons. If you want

D20	
1-5	Find item
6-10	Find NPC
11-15	Map the Dungeon
16-20	Kill everything in the dungeon

Quest reward is worth **two extra gold** rolls. Roll on the table now to determine your just reward.

This total can be increased by 10% due to a successful DC 10+dungeon bonus+1d6 persuasion check. However, failing the check will lower the reward by 20%

¹ These tables are from The Perilous Wilds, written by Jason Lutes, licensed under the Creative Commons Attribution – ShareAlike 3.0 Unported license.

Starting Room, Number of Exits

You descend into the darkness and brace for the reported in this dungeon horrors. Yet nothing attacks. How fortunate. There are plenty directions to go.

Roll or choose on the table below.

d20	Result
1-12	2 Exits (averaging, a 4-6 room adventure)
13-20	3 Exits (averaging a 6-8 room adventure)
	4 Exits (8-12 room adventure)

What do you see:

When you enter an unknown area, roll on the table below. After you roll on it, go to the page to finish constructing the room.

New room table		
d20	Result	Additional Exits
1-10	Room	0
11-14	Room	1
15-18	Hallway	1
19-20	Hallway	2

Additional exits. These are the number of exits in addition to the entrance that you are walking through.

General rules for building dungeons

Before we start assembling our dungeon, there are a couple of assumptions regarding

Doors and sound. Because monsters inhabit these locations, it is assumed that most of the rooms have, at least, serviceable doors and these doors block most of sound in the dungeon. Only in specific cases (such as rolling a smell/sound result on a room dressing table) will allow either the monsters or the heroes to know what lies beyond their current location.,

Hallways. Hallways are always 10ft wide, unless there is the result of a choke point in the hallway dressing.

Size and Shape or rooms. In general, 9x9 is a nice room size. However, that doesn't mean that all rooms need to be the same size, shape, or even distance apart. The dungeon map on the player aid is just a sketch

Adventuring In Random Dungeons

Resting. A **short rest** takes an hour. **Long Rests** occur between dungeons.

Just a couple of notes to go over before we get started. This should only take an hour. Does everyone have their agenda? Great. Let's get started.

- Ken, Adventuring Accountant

Narrative Spell Areas of Effect²

Some spells have areas of effect, and can hit multiple creatures. When we are not using a map and minis, you can adjudicate different situations as you see fit. For example, if a wizard is hiding behind their allies, you can rule that they can't hit any enemies without hitting an ally with their *burning hands* spell. For general situations, or for more guidance, you can use the table below to determine how many creatures a spell hits (always round up any decimal). Reckless spell casters can hit an additional enemy if they also hit an ally.

Size	Number of Targets
Cone	Size ÷ 10
Cube or Square	Size ÷ 5
Cylinder	Radius ÷ 5
Line	Length ÷ 30
Sphere or circle	Radius ÷ 5

Time and Wondering Monsters

It takes about **10 minutes** to completely clear a room. That includes searching, fighting, moving quietly, searching corpses, et cetera.

0 0 0 0 0 0 | 0 0 0 0 0 0 | 0 0 0 0 0 0 |

0 0 0 0 0 0 | 0 0 0 0 0 0 | 0 0 0 0 0 0 |

For every hour that the party is in the dungeon, there is a chance that a group of monsters find them. At the end of the hour, the party elects someone to roll **1d12**. On a **1 or a 2**, the party is attacked by monsters. The next DM rolls on the Random Monster table above to see what attacks the party. Don't forget about...

An initial search check is included in the first 10 minutes. If the players fail a check, it generally takes another 10 minutes to attempt a new one.

Surprise. Some monsters may move quietly or the party may be distracted. If that is the case, each character needs to make a **perception** check. If it is lower than 10+(dex or stealth) of the monster, they are surprised, and functionally lose their first turn.

The preparation of the characters. Smart adventurers might choose to close doors behind them, set traps, or disguise their passage. What advantage does this bring them?

² This is from the 5e DMG. You can find easier rules from "Sly Flourish's Guide to Narrative "Theater of the Mind" Combat.
http://slyflourish.com/guide_to_narrative_combat.html

Rooms

Sometimes the hallway just ends in a room!

Room construction

A nice sized dungeon room is 40 feet by 40 feet. Feel free to add any kind of interesting shapes, multiple rooms, or make the room larger or smaller.

If you are stuck for ideas, roll on the following table to determine if your room is a large open room, or a series of multiple small rooms. Whatever the result, draw them out on the map. Note: When you reach the final room of the dungeon, there are special rules. Look to the **final room** instructions below.

d20	Result
1-12	Ends in a single room
13-20	Multiple Small rooms

Now name the room. What is it? Why is this room here? Don't forget to add doors!

Room Contents

Roll on the following table to determine what danger lurks in this room.

d20	Result
1	Quest
2-12	Monstrous encounter.
13	Traps
14-15	Random Item
16-18	Other
19-20	Treasure

Add these contents to the room as well.

Quest

Monstrous Encounter. Roll on the Random Monster table below. Be sure to link the monsters to the theme of your dungeon.

Traps. A level appropriate trap. There is a 50 % chance there is a secret corridor going around said trap.

Random item. A lost backpack, a dead kobold, many things can be useful to those in need. Roll on the Random Item table

Other. Something completely weird or out of the ordinary. An NPC, a magic pool, or other magic laden area. The spell level of the magical effect should be close to the average level of the party divided by 2. If it is useful, there may be guards here. The party leader should add a monstrous encounter, or a trap if they see fit.

Treasure horde. Roll on the **horde** tables below. Consider why the treasure is here, and what that means. Almost always treasure is behind something locked (a door or chest).

Room Dressing

Roll on the following table to determine if there is anything additional going on

d20	Result
1-12	Roll once on Dungeon Dressing Chart
13-15	Roll Twice on the Dungeon Dressing Chart
16-19	Roll once on Dungeon Dressing Chart + Secret
20	Roll once on Dungeon Dressing Chart + Extra Gold

Dressing table. Roll on the dressing table. The player to your right draws this on the map.

Secret. There is a secret room or side passage here. Roll on the secret table below.

Extra gold. Someone's private stash. Easily found by even the daftest of adventurers. Roll on the extra gold table.

Final Room

When you roll the last room on the level, you have reached the final room. Instead of following normal procedure, please add the following contents to the room.

There is an encounter. Instead of rolling on the encounter table, use 6+dungeon level to create the encounter. Final Rooms are deadly. If you have a quest to kill a monster, this is it.

There is treasure. If there is not a request reward, roll on the horde table on page (XX). Kill the monster and get paid or, perhaps, steal the money and live to tell the tale.

Dressing. Roll on the room dressings table. You never know, there might be a secret and some **extra gold** here.

The object of your quest. If you have a quest that has some goal of retrieving an item or killing a monster, and you haven't found or killed it, it is in this room.

Name aspects. Players should still name aspects for this room. This is the time to pull out the truly amazing, grandiose, and fantastic items. Now is the time for dark pulsing magic circles, and piles of corpses moaning the character's names.

Not enough Adventure...

Since these tables rely on random chance, it's possible that some dungeons may be laughably small. If the entire party agrees, you may continue the dungeon by placing a secret door two rooms, leading to a larger dungeon

Hallways

The transportation networks of the dungeon.

Hallway Construction

Hallways generally run 10ft wide, are heavily patrolled by monsters, and at first glance, are generally picked clean. Not the place that adventurers want to be.

However, hallways offer unique advantages to adventures. They often have choke points, and the nature of hallways allows smells and sounds to drift down telling our heroes what lies beyond.

Hallway Contents

Roll on the following table to determine what danger lurks in this room.

d20	Result
1-12	Monstrous encounter.
13-15	Traps
16-20	Random Item
19	Other
20	Treasure

Add these contents to the room as well.

Monstrous Encounter. Roll on the **Random Monster Table** below. Be sure to link the monsters to the theme of your dungeon.

Traps. A level appropriate trap. There is a 50 % chance there is a secret corridor going around said trap.

Random item. A lost backpack, a dead kobold, many things can be useful to those in need. Roll on the Random Item table

Other. Something completely weird or out of the ordinary. An NPC, a magic pool, or other magic laden area. The spell level of the magical effect should be close to the average level of the party divided by 2. If it is useful, there may be guards here. The party leader should add a monstrous encounter, or a trap if they see fit.

Treasure. Roll on the Treasure tables below. Consider why the treasure is here, and what that means. Almost always treasure is behind something locked (a door or chest). Hope you brought a rogue. The DC on the lock is 8+dungeon level+1d6

Hallway Dressing

Roll on the following table to determine if there is anything additional going on.

d20	Result
1-4	Nothing
5-6	Stairs
7-14	Sounds or smells
15-18	Choke point
19-20	Secret

Nothing. Sometimes a hallway is just a hallway.

Stairs. Stairs going up to safety or down to the next level. The party leader decides.

Sounds or smells. Something drifts in from the area beyond. A successful DC 10+1d6 check will let you know the next area's contents before you actually step foot in there.

Choke point. There is section of this hallway that is only 5ft across. An excellent defensible position

Secret. There is a secret room or side passage here. Roll on the secret table below.

Basic tables

More rolling.

Secret

Did you roll a secret? Do the percent notation in the paragraphs above bother you? Here is a chart:

d20	Result
1-10	Extra Gold
11-14	Small supply cache
15-19	Additional passage
20	Treasure

Extra gold. Roll on the extra gold table.

Supply Cache. Roll on the random items table or collect a unit of adventuring gear.

Additional passage. Draw an additional hallway, it can go to the same destination as another hallway, or to a completely new location. As long as the party doesn't do anything dumb, they will probably surprise any monsters at that location.

Extra Gold & Treasure

Find some extra gold or a Horde? Roll away. Amounts are per character.

Treasure		
Dungeon Level	Extra Gold	Horde
1	1d6	5d6
2	3d6	1d6 X 10
3	5d6	3d6 X 10
4	10d6	5d6 X 10
5	2d6 X 10	1d6 X 100
6	4d6 X 10	2d6 X 100
7	6d6 X 10	3d6 X 100

Extra gold can be found as coins, gems, or as something that is on a monster. Maybe a giant spider pets of the bandits are wearing cute silver chains.

Random Gear

There are some things you find while adventuring

d20	Result
1-10	1d6gp + (1d6 X dungeon bonus) gp on a body
11-14	Small supply cache, add one unit of adventuring gear
15-19	Trinket. Roll on trinket table (PHB p.XXX)
20	A map with notes. Pre roll every room in the dungeon.

Things in a room

Sometimes you are out of creativity and need to pick or choose some aspects of a room. Below is a table that lists aspects and their possible effects in a room.

Checks

Characters may want to investigate items before they interact with them. The description should list the appropriate check in order to make that determination. The DC of the check is 10+Dungeon Bonus+1d6.

Dungeon Dressing Chart

Roll a d100 or choose below

d100	Description	Notes
01-02	Nothing	Just a boring room
03-04	Alchemists Table	Cover. When hit the first time, roll d4, 1-3 inert, 4, does 3d6 fire dmg to anyone within 5ft. If searched, roll 1d4 on a 4, you find a health potion
05-06	Alter (with dais)	Adds bless spell to whomever activates it first. Monsters probably know this
07-08	Armor Stand	Mundane armor worth 100gp or less.
09-10	Barrel	Cover. When hit the first time, roll d4, 1-3 inert, 4, does 6d6 fire dmg to anyone within 15 ft.
11-12	Beds	Monsters sleep here. Roll a d6, on a 4-6, the beds clean and provide inspiration on a short rest
13-14	Blood vine	Covers walls. Anyone who touches a wall takes 1d6 damage and must make a DC 15 strength saving throw or become grappled. While grappled creatures take 1d6 damage at the beginning of their turn. They can use their action to attempt another DC 15 strength check.
15-16	Bookshelf	Name the most interesting book on the shelf, a person who spends an hour reading it can reroll a d20 <i>in that subject</i> . Book has one use.
17-18	Bookshelf	Nothing useful. All rotted away
19-20	Bookshelf	Nothing interesting. But a search check reveals that pulling on a book will open a secret .
21-22	Braziers	Provides light
23-24	Cabinet	Probably something useful here. Roll d12. On a 1-5, you find adventuring gear, 6-12, you find extra gold. If you roll an odd number, its trapped. Roll on trap table. Perception of Check will let you roll before touching it.
25-26	Candles	Provides light, can be easily knocked over and put out.
27-28	Catacombs	If searched, roll on extra gold table and roll d12 , on a 6-12 roll for an undead monstrous encounter

29-30	Cauldron	Roll d10, 1-6, Good soup; 7-9 drinking causes poisoned condition for an hour; 10, enough for a health potion. Successful DC 10+dungeon bonus+1d6 arcana check identifies.
31-32	Chandelier	Provides light. In the center of the room. There is a rope attached somewhere that when cut will cause it to fall to the ground. 2d6 to anyone standing below it.
33-34	Chest	This is what its all about, isn't it? Roll a d20. 1-10 roll on Extra Gold chart. On 11-20 roll on Treasure table. If you roll an odd number its trapped.
35-36	Circle of power	All creatures attack with advantage while standing in the circle
37-38	Clay pots	Filled with oil. Improvised weapon. On hit, creature takes 1d4 fire damage at the beginning of its turn. A it takes an action to attempt a DC 10 dex saving throw to extinguish the flames.
39-40	Columns	Probably structurally important.
41-42	Crates	Probably full of supplies. Add one unit of adventuring gear
43-44	Large Crystal formations	Roll d20 on 19-20, there are raw gems here worth an extra gold roll
45-46	Distillery	Roll d10, on 8-10, there is 1d4 bottles of nice alcohol worth 10g gp each
47-48	Fire Pit	Provides Light
49-50	Fire Place	Provides light, chimney leads to the surface
51-52	Forge	Mundane weapons. Roll a d20, on a 20, there is a +1 magical weapon.
53-54	Fountain	If you drink it, roll 1d12. On a 1-2 you suffer 3d6 poison damage; on a 3-8, its clean water; on a 9-12 you receive 2d6+6 healing
55-56	Fungi	
57-58	Gaming set	
59-60	Jail Cells	Skeletons included. If searched, roll extra gold table also roll d12, on a 6-12 roll for an undead monstrous encounter
61-62	Pile of corpses	Zombies included. If searched, roll extra gold table also roll d12 , on a 6-12 roll for an undead monstrous encounter
63-64	Pit (normal)	20 ft down. Take 2d6 bludgeoning damage. Dexterity safe for half
65-66	Pit (spikes)	20 ft down. Take 2d6 bludgeoning damage, and 2d8 piercing. Dexterity for half
67-68	Pit of Lava	If something falls in, it takes 18d10 fire damage. Provides light
69-70	Pool	A pool of water with rough carvings of deities. If you drink it, roll 1d12. On a 1-4 you suffer 3d6 poison damage; on a 5-10, its clean water; on a 11-12 you receive 2d6+6 healing
71-72	Rubble	Half the area is difficult terrain.

73-74	Sacks of foodstuffs	Food. Yay.
75-76	Sarcophagus	Provides cover. If searched, roll extra gold table also roll d12, on a 6-12 roll for a undead monstrous encounter
77-78	Spiderwebs	
79-80	Stairs (going down)	A chance to go to a lower level. If you go down, start another map and increase dungeon level by one
81-82	Statues	Generally, of the people who built the dungeon. Cover, climbable
83-84	Stove	Hot. Slamming a creature into it does 2d6 fire damage.
85-86	Summoning Circle	Can be activated with a DC 8+dungeon bonus +1d6 arcana check. Will summon demon monstrous encounter. Demons will carry extra gold roll worth of gems and other weird stuff
87-88	Tables	Cover. Probably a dagger or two on the table. Maybe some funny shaped dice.
89-90	Torcher Rack	Gross but provides cover.
91-92	Walkway (broken)	Same as the narrow walkway, but the walkway has a gap (either intentional or otherwise) that is 3d6 feet wide.
93-94	Walkway (narrow)	On either side is a pit that is 30 feet deep. Falling damage is 3d6. Dexterity save for half.
95-96	Weapons Rack	Mundane weapons. Roll a d20, on a 20, there is a +1 magical weapon.
97-98	Wine Rack	
99-100	Workbench	Name the type bench. Provides cover.

Trap Construction

Wait! Don't walk over the...

- Last words of Qunnik, halving rogue.

When a trap is in a room, each member of the party who is in front gets a chance to make a perception or investigation check to find the trap. The DC is 10+dungeon bonus+1d6. If the DC is odd, the trap strikes multiple people, if is even it only strikes a single person, determined randomly.

If the characters in front miss the trap, then it goes off. Roll on the triggers and effect table and narrate appropriately.

Trap trigger, effect, and save

Roll on the table below to determine the trigger, effect, and saves of the trap.

Trap Construction			
Roll	Trigger	Effect	Save
1-5	Pressure plate	Flame Jets	Dexterity
6-10	Trip wire	Arrows/darts	AC
11-15	Trip wire	Poison gas	Constitution
16-20	Rune	Corrosive spray	Special

Corrosive Mist. Destroys one item the

Traps Damage

Roll **1d6+Dungeon Level**. Consult the table below to determine the appropriate damage for your traps. The DC to avoid/spot/disarm these traps is 10+dungeon bonus+1d6 If you roll an odd number on the d6, there is a secret passageway around the trap.

Trap Damage Table			
Roll	Damage (single)	Damage (Multiple)	Spell Approximation
2-7	1d8	1d4	Cantrip
8-9	1d10	1d6	Cantrip
10-11	2d8	2d6	1st Level
12-13	3d10	4d6	2nd Level
14-15	6d8	6d6	3rd Level
16-18	6d10	7d6	3rd Level
19-20	8d10	8d6	5th Level
21-22	10d10	11d6	6th Level
23-24	16d10	13d6	8th Level
24-25	20d10	15d6	9th Level
26+	25d10	20d6	9th Level+

Encounter Construction

These sheets can be used to appropriately theme the monsters in the dungeon. Feel free to swap monsters out for ones that might fit the mood.

Remember, the monsters in a dungeon should tell a story. Why are they here? Who is in charge? and What are they doing?

Encounter Creation

First, roll a d12 to determine the size of the encounter. If the party size is odd and you roll a result of "1 Monster for every 2 PCs", use a 1 monster per PC to round out the monsters for the odd character.

Then roll **1d6+Dungeon Level**. Consult the table to determine the correct CR for the encounter. From there, look to the monster tables to select your monsters. Remember to **theme** your choice. Consider the location, previous monster types, and story while selecting enemies. For reference, a 1-2 on the d6 is an easy encounter, a 3-4 will be a medium encounter (with the occasional easy or hard encounter), 5-6 would be a hard or deadly encounter.

Alternatively rolling a **1d4+2+Dungeon Level** will result in harder encounters. These can be necessary to threaten the party, especially if you don't follow the Adventuring Day guidelines in the DMG.

Random Monsters CR				
1d12	1	2-5	6-9	10-12
Result (d6+PL)	Solo monster	1 Monster per 2 PCs	1 Monster Per PC	2 Monsters per PC
2-5	2	1/2	1/4	1/8 or 0
6-7	3	1	1/2	1/4
8-9	4	2	1	1/2
10-11	9	4	2	1
12-13	11	6	3	2
14-15	13	7	4	2
16-18	16	9	5	3
19-20	19	12	6	4
21-22	20	13	7	4
23-24	21	14	8	5
24-25	23	15	9	6
26+	24	16	10	6

Optional rule: Monster Math. You can substitute different monster CRs. For example, a party of 4 that rolled an 8 on the encounter difficulty, could face a monster with a CR of 2, and 4 monsters with a CR of 1/2.

Monster Selection

You can randomly roll on the charts below, however the Party Leader can also choose based on what they feel will be the best selection for the dungeon.

Some of the tables reference other tables (e.g. roll on the orcs table). This can lead to multiple rolls across multiple tables. For example, if you roll on the bandit table, which tell you to roll on the orc table. The orc table result tells you roll on the dragon table, ad nauseum.

You can choose to limit the number of charts you roll on (say only one change). Just reroll any result that asks you to go to a different table.

Monster tactics

Monsters are controlled by the party leader, and generally their actions are determined by consensus of the party. In general, monsters will attack the most powerful creature they can (the wizard), but will also attempt to avoid opportunity attacks. Barring any obvious choice, they will attack the closest creature.

For simplicity's sake, monsters will attack until they are destroyed.

Monsters that flee are considered destroyed.

Optional Rule: Surprise

Sometimes monsters are on top of their game and sometimes they are not. Roll on the table below to see if the monsters are surprised.

2d6	Result
1-3	Heroes Surprised. The monsters were hidden. Roll DC 10+dugnoen bonus+1d6 to avoid surprise.
4-9	No surprise. Everyone is ready.
10-12	Monsters are surprised.

Bandits

“Not all people choose to make an honest living. Here are those who have chosen a life of banditry, or have been pushed to the fringes of civilization by an uncaring society. Best you don’t think about it too hard.”

- Adventuring For Fighters, p.141

Bandits include creatures from all heritages. Feel free to give heritage traits to any generic NPC. For example, if the bandit is a Tiefling, they would have access to *Hellish rebuke*. If they are a half orc, they would have the *relentless* trait.

Human bandits often partner with other sentient creatures and often have trained pets. Feel free to roll on the beasts, goblinoids, or orcs table in place of any bandit. The needs of survival often make strange bedfellows.

Bandit Charts

Once you know your CR from the Encounter Building chart, roll here.

CR	d12	Monster	Source
0	1-12	Commoner	MM p.345
1/8	1-4	Bandit	MM p.343
1/8	5	Cultist	MM
1/8	6-7	Guard	MM p.347
1/8	8	Nobel	MM p.348
1/8	10-11	Tribal Warrior	MM p.350
1/8	12	Roll on Beast Chart	
1/4	1-2	Acolyte	MM p.342
1/4	3-8	Goblin	MM p.166
1/4	9-12	Roll on Beast Chart	
1/2	1-3	Orc	MM p.246
1/2	4-5	Scout	MM p.349
1/2	6-10	Thug	MM p.350
1/2	11	Roll on Beast Chart	
1/2	12	Roll on Monstrosity Chart	
1	1-2	Bugbear	MM p
1	3-6	Half-Ogre	MM p.238
1	7-10	Spy	MM p.349
1	11-12	Roll on Beast Chart	
2	1-2	Bandit Captain	MM p.344
2	3-6	Berserker	MM p.344
2	7	Druid (spells)	MM p.346
2	8	Priest (spells)	MM p.348
2	9-11	Roll on Orc Chart	
2	12	Roll on Beast Chart	

3	1-5	Knight	MM p.347
3	6-10	Veteran	MM p.350
3	11	Roll on Goblin	
3	12	Roll on Monstrosity Chart	
4		Orc War Chief	MM p.246
5		Gladiator	MM p.347
5		Hill Giant	MM p.155
5		Half-Dragon Veteran	MM p.180
6		Mage (Spells)	MM p.347
8		Assassin	MM p.343
12		Archmage (Spells)	MM p.342

Optional Rule: Bandit’s heritage

Optional Rules: Heritage traits – Below are traits that you can add to an NPC to make combat more interesting. These are not the official traits in the Player Handbook but are useful approximations of abilities.

Heritage	Bonus
Dwarf	+5 x (1+Dungeon Bonus) Hit points
Dragonborn	3d6 breath weapon (15ft cone)
Elf	Can’t be surprised.
Half-Orc	Relentless: 1/day drops to 1 HP instead of 0
Halfling	Lucky: Rerolls Natural 1s
Tiefling	Hellish Rebuke. 3d10 damage. Save for 1/2

Beasts

The howl makes the hair on the back of your neck stand up. Its coming closer and you are looking at a dead end. They aren't supposed to be this intelligent.

Beast Charts

Once you know your CR from the Encounter Building chart, roll here to determine your monsters

CR	d12	Monster	Source
0	1-3	Bat	MM p.320
0	4-6	Giant Fire Beetle	MM p.325
0	7-8	Hyena	MM p.331
0	9-11	Rat	MM p.335
0	12	Weasel	MM p.340
1/8	1-2	Blood hawk	MM p.319
1/8	3	Flying Snake	MM p.322
1/8	4-5	Giant Rat	MM p.327
1/8	6	Giant Weasel	MM p.329
1/8	7-8	Mastiff	MM p.332
1/8	9-10	Poisonous Snake	MM p.334
1/8	11-12	Stirge	MM p.284
1/4	1	Axe Beak	MM p.317
1/4	2	Boar	MM p.319
1/4	3	Constrictor Snake	MM p.320
1/4	4	Giant Bat	MM p.323
1/4	5	Giant Centipede	MM p.323
1/4	6	Giant Lizard	MM p.326
1/4	7	Giant Poisonous Snake	MM p.327
1/4	8	Giant Wolf Spider	MM p.330
1/4	9	Panther	MM p.333
1/4	10	Swarm of Bats	MM p.339
1/4	11	Swarm of Rats	MM p.339
1/4	12	Wolf	MM p.341
1/2	1-2	Ape	MM p.317
1/2	3	Black Bear	MM p.318
1/2	4-7	Giant Wasp	MM p.329
1/2	8-12	Swarm of Insects	MM p.338
1	1	Brown Bear	MM p.319
1	2-3	Dire Wolf	MM p.312
1	4-5	Giant Eagle	MM p.324
1	6-7	Giant Spider	MM p.328
1	8-9	Giant Toad	MM p.329
1	10-11	Lion	MM p.331
1	12	Roll on Dragon Table	

2	1-2	Giant Boar	MM p.323
2	3-4	Giant Constrictor Snake	MM p.324
2	5-6	Polar Bear	MM p.334
2	7	Rhinoceros	MM p.336
2	8	Saber-Toothed Tiger	MM p.336
2	9-10	Swarm of Poisonous Snakes	MM p.338
2	11-12	Roll on Dragon Table	

Dragons

Wow. That's a lot of teeth.

Dragon Chart

Once you know your CR from the Encounter Building chart, roll here to determine your monsters

CR	d12	Monster	Source
1	1-5	Brass Dragon Wyrmling	MM p.106
1	6-10	Copper Dragon Wyrmling	MM p.111
1	11	Faerie Dragon (Red)	MM p.133
1	12	Faerie Dragon (Yellow)	MM p.133
1		Faerie Dragon (Orange)	MM p.133
2	1-3	Black Dragon Wyrmling	
2	4	Bronze Dragon Wyrmling	
2	5-7	Green Dragon Wyrmling	
2	8	Silver Dragon Wyrmling	
2	9-11	White Dragon Wyrmling	
2	12	Faerie Dragon (green)	

Goblinoids and Orcs

What, no goblin king?

Goblin Charts

Once you know your CR from the Encounter Building chart, roll here to determine your monsters

CR	d12	Monster	Source
1/8	1-6	Kobold	MM p.195
1/8	7-9	Roll on Bandit Table	
1/8	10-12	Roll on Beast Table	
1/4	1-6	Goblin	MM p.166
1/4	7-10	Winged Kobold	MM p.195
1/4	11-12	Roll on Beast Table	
1/2	1-3	Hobgoblin	MM p.186
1/2	4-8	Orc	MM p.246
1/2	9-10	Gnoll	MM p.163
1/2	11	Roll on Bandit Table	
1/2	12	Roll on Beast Chart	
1	1-8	Bugbear	MM p.33
1	9	Goblin Boss	MM p.166
1	10-11	Half-Ogre	MM p.238
1	12	Roll on Beast Chart	
2	1-5	Ogre	MM p.237
2	6	Orc, Eye of Gruumsh (spells)	MM p.247
2	9-11	Orog	MM p.247
2	12	Gnoll Pack Lord	
3	1-5	Bugbear Chief	MM p.33
3	6-10	Hobgoblin Captain	MM p.186
3	11	Roll on Monstrosity Chart	
3	12	Roll on Beast table	
4		Orc War Chief	MM p.246
4		Gnoll Fang of Yeenoghu	MM p.163

Undead

There is no soul, but the body remains.

In general, *any* creature of an appropriate CR can substitute for an undead. If you use a creature that is not undead, you can turn them into a skeleton or Zombie.

Skeletons: Add resistance to poison and necrotic damage. Add vulnerability to bludgeoning damage

Zombies: Add resistance to poison and necrotic damage and add the following trait.

Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Undead Chart

Once you know your CR from the Encounter Building chart, roll here to determine your monsters

CR	d12	Monster	Source
0	1-12	Crawling Claw	MM p.44
1/8	1-4	Cultist	MM p.345
1/8	5-6	Kobold	
1/8	7	Roll on Bandit table	
1/8	8-12	Roll on Beast Table	
1/4	1-5	Skeleton	MM p.272
1/4	6-10	Zombie	MM p.316
1/4	11	Roll on Bandit Table	
1/4	12	Roll on Beast table	
1/2	1-2	Orc	
1/2	3-4	Shadow	MM p.269
1/2	5-6	Warhorse Skeleton	MM p.273
1/2	7-8	Swarm of insects	MM p.338
1/2	9	Roll on Bandit Table	
1/2	10-12	Roll on Beast Table	
1	1-4	Ghoul	MM p.148
1	4-6	Specter	MM p.279
1	7-8	Roll on Bandit Table	
1	9-12	Roll on Beast Table	
2	1-2	Cult Fanatic	MM p.345
2	3-4	Ghast	MM p.148
2	5-6	Minotaur Skeleton	MM p.273
2	7-8	Ogre Zombie	MM p.316
2	9	Will-o'-Wisp	MM p.301
2	10-12	Roll on Beast Table	

3	Mummy	MM p.228
3	Wight	MM p.300
4	Banshee	MM p.23
4	Bone Naga	MM p.223
4	Flame Skull (Spell casting)	MM p.134
4	Ghost	MM p.147
5	Beholder Zombie	MM p.316
5	Revenant	MM p.259
5	Vampire Spawn	MM p.298
5	Wraith	MM p.302
8	Assassin	MM p.343
13	Vampire	MM p.297
14	Death Tyrant	MM p.29
15	Mummy Lord	MM p.229
15	Vampire Spellcaster (spells)	MM p.298
15	Vampire Warrior	MM p.298
17	Adult Blue Dracolich	MM p.84
18	Demilich (spells)	MM p.48
21	Lich (spells)	MM p.202

Optional Rule: Undead Extra Powers

If your undead get too boring, feel free and add an additional power to the occasional member of your undead legion.

Limit the number of special effects to creature type (e.g. all skeletons) or a single monster to keep accounting easier.

d12	Power	Bonus
	Gaze	Looking at the undead creature causes 1d6 + Dungeon bonus fire damage. Averting your eyes imposes disadvantage on attacks
	Frost	A hit by this creature causes +1d6+Dungeon Bonus cold damage
	Shocking	A hit by this creature causes +1d6+dungeon Bonus lightning damage
	Extra Arm	Creature gets an extra attack
	Soul Suck	Creature loses 1d4 charisma points that don't regain until a long rest.
	Death Aura	Living creatures that hit this target take 1d6+dungeon Bonus necrotic damage.
	Plate	Creature is wearing plate mail. AC 18
	Rot	If a living creature is hit by an attack, it needs to make a DC Dungeon Bonus+d6 constitution saving throw. Each time the character is hit, increase the DC by 1. If a character fails, one of their limbs wither and falls off.

Between Adventures

We don't adventure to pay the bills, we pay the bills so we can adventure.

- Last recorded statement of Sir Middern, 1st level Fighter

Time between adventures

This game assumes that **long rests** take a week in game time, and only occur between dungeon delving sessions. This gives you time to sharpen your weapons, cure diseases, and, of course, drink your troubles away.

Living Expenses and Downtime

In general, it costs 1 gp per day of down time to live. This includes all meals, lodging, and incidentals. Spending less is dangerous, and spending more is probably silly. If your character's background affords them lodging without payment (such as Entertainer's XXX) then they don't have to pay.

While adventurers recuperate, they are likely to find things they can do in town. Between delves, each character can choose one activity that consumes most of their downtime.

Some locations can be upgraded. If the upgrade cost is paid, then mark an X in the upgraded column. Although upgrading the activity might cost money, participating in the activity doesn't. As long as the characters as staying in the same town, the upgrades remain from session to session.

Carouse

Tell stories while commoners buy you drinks at the bar, or do whatever you character considers fun. Describe to the group what your character did for fun and any interesting people they met along the way.

Upgraded?	Cost	Result
Yes	0gp	Gain 1d4 temporary hit points
	500gp	Gain 1d6 temporary hit points
	3,000gp	Gain 1d6 +character level temporary hit points

Forge

Steel answers most questions, right? You work at the forge and make your equipment the best it can be

Upgraded?	Cost	Result
Yes	0gp	Make any weapon worth 25gp or less, or reforge salvaged armor
	100gp	Produce 8 units of adventuring gear
	500gp	Imbue a weapon with +1d4 poison damage
	500gp	Imbue a weapon with +1d4 fire damage

Imbuing Weapons. If someone imbues a weapon, they create a small rune on the object. The weapon acts normally until the rune is activated by saying a word (chosen by the forger). Once acti-

vated, the weapon displays the imbued properties for 1 minute, before reverting to normal. Magic weapons cannot be imbued.

Purify

Who needs a cleric? Spend your working with wise men to heal what ails you. Describe to the group what you did to heal your ailment.

You are affected as if a remove curse spell was cast upon you.

Research

If an adventurer doesn't know which port they are sailing to, no wind is favorable. Describe how you spend your time gathering information about your next delve. Choose an ability score that supports that research and roll on the table below, adding the relevant ability modifier.

d20	Result
0 or below	Tough Break, you learn nothing
0-5	You can pre-roll one rooms
5-11	You can pre-roll three rooms
12-17	You can pre-roll three rooms
18+	You can choose the room type

Work a job

Look, we all got bills to pay and the last delve didn't pay, so let's get to work. Describe to the group what you were hired to do, choose an ability score that supports that work and roll on the table below, adding the relevant ability modifier.

d20	Result
0 or below	Tough Break, you make 0gp
0-5	You make 2d6 gp
5-10	You earn 3d6 gp
11-15	You earn 3d6gp+7
15-20	You earn 4d6gp+10
20+	You earn 5d10gp +15

Other

If you have a class or background ability (e.g. proficiency with an herbalism kit) you may spend

Appendix G: Additional Reading

Deck of many dungeons
Perilous wilds
Dungeon Crawl Classics Especially the monster chapters
One on One #11
Freebooters on the frontier
Hack Attack Web Series Episodes
5e Dmg Appendix A
AD&D DMG Appendix A
Lazy Dungeon Master and other writings by Sly Flourish
West Marches (especially the episodic nature of it)
Dungeon World
Darkest Dungeon

Appendix: H Wall of Heroes

These archons of light died during playtesting; may their heroic sacrifice live on forever.

Neega, Half-orc, 2nd level Fighter, Eaten by a polar bear
Volen, Half-Orc, 2nd level Paladin, Eaten By a polar bear
Merric, Halfling, 2st level Rogue/Ranger, Eaten by a polar bear
Derrick, Human, 1st Level Fighter, Drained by a Shadow
Autumn, Eladrin, 1st level Rogue, Drained by a Shadow
Jalana, Human, 1st level Cleric, Drained by a Shadow
Dain, Dwarf, 1st Level Barbarian, Sliced up by a zombie bandit

Things to add

- Random resource table
- Treasure
- Quests
- Magic weapons
- Lists of aspects
- Monstrosity tables
- Player Aids
- Traps
- Optional rules section
- Downtime
- Fronts