DUNGEON BUILDER

—How To—

Dungeon Builder creates a unique dungeon crawl experience each time you play.

Each room contains 3 numbers which use *words to build an encounter*.

Each number references which list should be rolled on, and the location of the number references which *word* should be used.

Example: 2 1 1

Roll for List 2, use first word
Roll for List 1, use second word
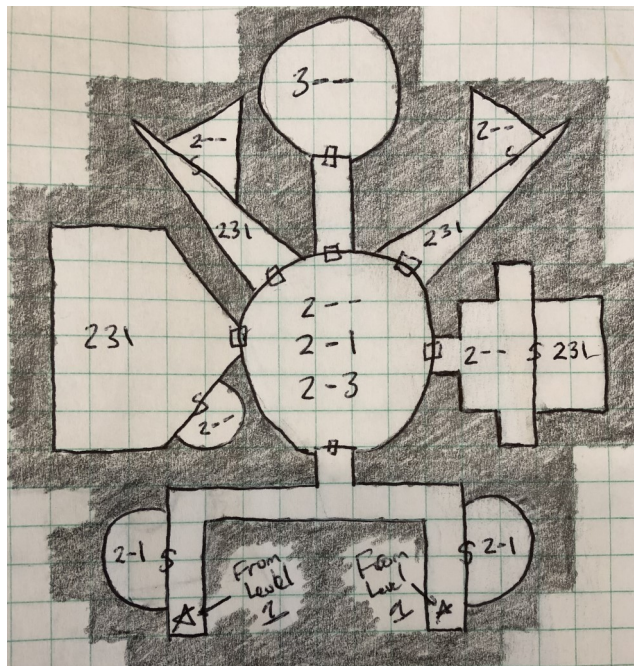Roll for List 1, use third word

A spider stands in the room before you. Beneath its legs is a single sword—brittle with age, the last reminder of its owner's end.

Example: 1 - -

Roll for List 1, use all words from same row.

Example: 1 2 2 + 2 2 3

Roll as explained above, but with two encounters in room.

WORD LIST 3

—d8—

1: Demon Tree—Bloodbark—Dealmaking
2: Dwarf Queen—Stone Skin—Cold
3: Upright Wolf—Painful Howl—Shadowstep
4: Phantoms—Ethereal—Collective
5: Rakshasa—Potions—Unstable
6: Necro-Prince—Necromancy—Leader of the Dead
7: Dream Dragon—Mind Sharing—Nightmarish

DUNGEON BUILDER

James Hron— paperdicegames.com

Roll For Unique Dungeon Name

—3d8—

"The (word 1) (word 2) of (word3)!"

1: Deep—Roots—Demon Tree
2: Dark—Halls—Dwarf Queen
3: Haunted—Hole –Hill Howler
4: Meeting—Place—Phantasmic Conclave
5: Lowly—Pit—Hell
6: Rotting—Rooms—Rakshasa
7: Grisly—Barracks—Necro-Prince
8: Illusionary—Plane—Your Night Terrors

WORD LIST 1

—d20—

1: Goblin—Dagger—Cruel
2: Outlaw—Bow—Sneaky
3: Cave Wolf—Teeth—Savage
4: Undead—Hard to Kill—Undead
5: Giant Bee—Stinger—Venom
6: Chest—Treasure—Visible
7: Spike Trap—Spike—Hidden
8: Pile of Trash—Trash—Stinky
9: Skeleton—Spear—Brittle
10: Corpse—Coins—Old
11: Dwarf—Axe—Strong
12: Elf—Sword—Quick
13: Witch—Spellbook—Witty
14: Severed Hand—Ring—Dead
15: Slug—Toxic—Giant
16: Armor Rack—Armor—Rusty
17: Weapon Rack—Weapon—Sharp
18: Jar—Liquid—Flammable
19: Loose Stone—Hollow—Precious
20: Boar—Tusk—Fat
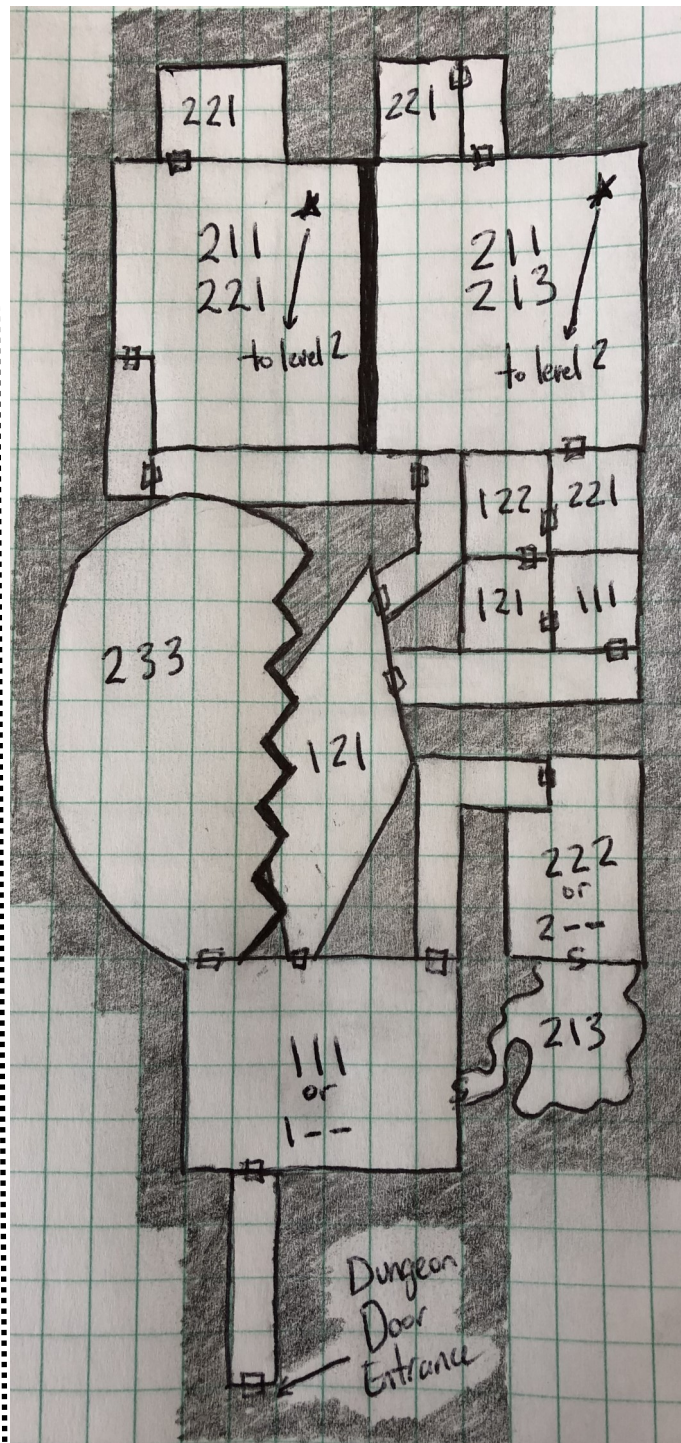
WORD LIST 2

—d20—

1: Big Hole—Sucking Air—Deep
2: Cultist—Chaos Magic—Blind
3: Mirror—Reflective—Alternate
4: Gelatinous Cube—Weapon Grapple—Absorbed
5: Vampire—Fangs—Vampiric
6: Owlbear—Claws—Savage
7: Mimic—(roll for another) - Copy
8: Burrowing Worm—Hook—Parasitic
9: Unicorn—Horn—Pure
10: Goblet—Liquid—Magical
11: Dark Tree—Thorns—Unmovable
12: Deep Lake—Boat—Too Calm
13: Mummy—Toxic Dust—Unceasing
14: Shrine—Everburning—Ancient
15: Spider—Web—Cunning
16: Ghost—Incorporeal—Spooky
17: Lizard—Claw—Reptilian
18: Pixie—Lightning Bolt—Electric
19: Black Pudding—Acid—Slow
20: Wizard—Illusions—Unreal