Random Dungeon Generators

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You know I love to keep things simple around here *wink*. While this doesn't alway happen, I do want to play all the time. So to keep the game flowing I propose using a random dungeon to get the level started. You'd still need to read through it, add monster stats and story elements, but overall it is an excellent starting point.

The one I really enjoy is the DonJon one here. I use the Pathfinder version, it adds some nice traps and is pre-baked with DC checks that work out of the box. So if you are looking for a way to DM and do it in a quick way, make sure you add DonJon to your bookmarks!

Check out the Crypt of the Everflame Cresthaven RPG conversion post for details on how to use Pathfinder DC checks in Cresthaven RPG.

Which tools do you use to quickly generate a dungeon? Post a comment below!

Sample Generated Dungeon

To create these 4 levels took me about 5 minutes. It's like 4 different game sessions worth of material.

Adventure Hook

While eating at Local Tavern, the PCs learn that Bad Guy has stolen Very Important Thing and taken it to an Abandoned Keep. If they return the item, Helpful NPC will reward them with Glorious Treasure

Abandoned Keep – Level 1

Keep Basement – Level 2

Keep Catacombs – Level 3

Keep Sub Catacombs – Level 4