Random Dungeon Generator

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I've been playing around with random generators for a few different clients so I put together one for Cresthaven RPG.

Sample:

This dungeon is constructed from Bone or other unnatural material is located in a Depression. Due to a Destroyed by invaders the builders left. The original builders where Human who used the location as a Laboratory. Inside the dungeon the environment is Toxic with Magical Light. It is currently being claimed by Faerie and most recently used as a Mine.

Sample:

This dungeon is constructed from Masonry, superior is located in Ruins. Due to a Magical Mishap the builders left. The original builders where Giants who used the location as a Lair. Inside the dungeon the environment is Normal with No Light. It is currently being claimed by Criminals and most recently used as a Vault.

Sample:

This dungeon is constructed from Stone,superior is located in a Lake/Pond. Due to a Internal Conflict the builders left. The original builders where Dwarven who used the location as a Shrine. Inside the dungeon the environment is Normal with Magical Light. It is currently being claimed by Criminals and most recently used as a Temple.

Check it out and suggest improvements in the comments below.

https://www.blackdicegames.com/d6/simplednd_dungeon_gen.php