

Bluelander's Mythic Underworld Generator



V1.0

1

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

This dungeon generation method creates a true “mythic underworld” dungeon, which is to say that it is very random and isn’t very concerned with balance. Referees may roll on the tables to create rooms and features in the dungeons, or they may simply choose what seems most interesting for the given situation.

The vast majority of the data here is taken directly from the [Old School Essentials SRD](#), with some minor modifications for space. This is simply a time-saving rearrangement of tables that I commonly use to generate things in one place for convenience.

d6	Room Contents	Chance of Treasure	d6	Magical Effects	d20	Gem Value
1-2	Empty (10% Stairs)	1-in-6	1	Insatiable hunger for 24hrs (double ration use)	1-4	10gp
3-4	Monster (tables on page 3)	3-in-6	2	Casts darkness on drinker	5-9	50gp
5	Special	None	3	Save vs. Poison or take 1d4 damage	10-15	100gp
6	Trap (tables on page 3)	2-in-6	4	Drinker does not feel hunger for 24hrs	16-19	500gp
			5	Casts light on drinker	20	1,000gp
			6	1d6+1 healing		

d6	Special Contents	Effect	1-2	3-4	5-6
1	Animating objects	Objects that attack if disturbed	Statue depicting deity	Fresco or art on wall	Furniture
2	Falling Blocks	Stone blocks fall	Prevents retreat	Prevents passage	Prevents both
3	Illusions	Illusionary...	Passages	Doors	Stairway
4	Shifting Architecture	Doors lock and the room...	Room rotates	Room Rises	Room Falls
5	Strange Waters	Effects as rolled on Magical Effects table	Puddle	Pool	Fountain
6	Voices	Walls or architectural features speak or moan	Talking statue	Talking wall	Talking Door

Treasure By Dungeon Level					
	Silver	Gold	Gems	Jewelry	Magic Item
1	1d6 × 100sp	50%: 1d6 × 10gp	5%: 1d6 gems	2%: 1d6 pieces of 3d6x100gp jewelry	2%: 1 magic item
2-3	1d12 × 100sp	50%: 1d6 × 100gp	10%: 1d6 gems	5%: 1d6 pieces of 3d6x100gp jewelry	8%: 1 magic item
4-5	1d6 × 1,000sp	1d6 × 200gp	20%: 1d6 gems	10%: 1d6 pieces of 3d6x100gp jewelry	10%: 1 magic item
6-7	1d6 × 2,000sp	1d6 × 500gp	30%: 1d6 gems	15%: 1d6 pieces of 3d6x100gp jewelry	15%: 1 magic item
8-9	1d6 × 5,000sp	1d6 × 1,000gp	40%: 1d12 gems	20%: 1d12 pieces of 3d6x100gp jewelry	20%: 1 magic item

X:d%	B:d%	Magic Item Type	d10	Weapon/Armor Item Type (roll on bonus type)	X:d%	B:d6	Bonus Type
01-15	01-15	Misc. (Tables in book)	1	Battle Axe	01-30	1-5	+1 (10% chance of add. +1 shield)
			2	Club (20% war hammer)			
			3	Dagger			
16-35	16-40	Potion (pg.4-5)	4	Hand axe (20% battle axe)	31-50		+2
36-40	41-45	Ring (pg.4-5)	5	Mace	51-60		+3
41-45	46-50	Rod/Staff/Wand (pg.4-5)	6	Spear (20% lance)	61-90	6	-1
46-75	51-70	Scroll or Map (pg.4-5)	7	Sword (20% 2-handed)	91-95		-2
76-00	71-00	Sword/Armor (tables to right)	8	Bow (01-20% crossbow, 21-30% longbow)	96-00		-3
			9	Shield			
			10	Leather Armor (01-40% chainmail, 41-50% plate)			

Dungeon Encounter By Level: 1-3			
d20	Level 1	Level 2	Level 3
1	Acolyte (1d8)	Beetle, Oil (1d8)	Ape, White (1d6)
2	Bandit (1d8)	Berserker (1d6)	Basic Adventures (1d4+4)
3	Beetle, Fire (1d8)	Cat, Mountain Lion (1d4)	Beetle, Tiger (1d6)
4	Dwarf (1d6)	Elf (1d4)	Bugbear (2d4)
5	Gnome (1d6)	Ghoul (1d6)	Carcass Crawler (1d3)
6	Goblin (2d4)	Gnoll (1d6)	Doppelgänger (1d6)
7	Green Slime (1d4)	Grey Ooze (1)	Driver Ant (2d4)
8	Halfling (3d6)	Hobgoblin (1d6)	Gargoyle (1d6)
9	Killer Bee (1d10)	Lizard, Draco (1d4)	Gelatinous Cube (1)
10	Kobold (4d4)	Lizard Man (2d4)	Harpy (1d6)
11	Lizard, Gecko (1d3)	Neanderthal (1d10)	Living Statue, Crystal (1d6)
12	Orc (2d4)	Noble (2d6)	Lycanthrope, Wererat (1d8)
13	Shrew, Giant (1d10)	Pixie (2d4)	Medium (1d4)
14	Skeleton (3d4)	Robber Fly (1d6)	Medusa (1d3)
15	Snake, Cobra (1d6)	Rock Baboon (2d6)	Ochre Jelly (1)
16	Spider, Crab (1d4)	Snake, Pit Viper (1d8)	Ogre (1d6)
17	Sprite (3d6)	Spider, Black Widow (1d3)	Shadow (1d8)
18	Stirge (1d10)	Troglodyte (1d8)	Spider, Tarantella (1d3)
19	Trader (1d8)	Veteran (2d4)	Thoul (1d6)
20	Wolf (2d6)	Zombie (2d4)	Wight (1d6)

Monster Reaction Roll	
2d6	Result
2 or less	Attacks
3-5	Hostile, may attack
6-8	Uncertain, confused
9-11	Indifferent, may negotiate
12 or more	Eager, friendly

Dungeon Encounter By Level: 4+			
d20	Level 4-5	Level 6-7	Level 8+
1	Bear, Cave (1d2)	Basilisk (1d6)	Black Pudding (1)
2	Blink Dog (1d6)	Bear, Cave (1d2)	Chimera (1d2)
3	Caecilia (1d3)	Black Pudding (1)	Dragon, Black (1d4)
4	Cockatrice (1d4)	Caecilia (1d3)	Dragon, Blue (1d4)
5	Doppelgänger (1d6)	Dragon, White (1d4)	Dragon, Gold (1d4)
6	Expert Adventurer (1d6+3)	Expert Adventurer (1d6+3)	Dragon, Green (1d4)
7	Grey Ooze (1)	Gorgon (1d2)	Dragon, Red (1d4)
8	Hellhound (2d4)	Hellhound (2d4)	Expert Adventurer (1d6+3)
9	Lizard, Tuatara (1d2)	Hydra 1d4+4HD (1)	Giant, Hill (1d4)
10	Lycanthrope, Wereboar (1d4)	Lycanthrope, Weretiger (1d4)	Giant, Stone (1d2)
11	Lycanthrope, Werewolf (1d6)	Minotaur (1d6)	Golem, Amber (1)
12	Minotaur (1d6)	Mummy (1d4)	Golem, Bone (1)
13	Ochre Jelly (1)	Ochre Jelly (1)	Hydra 1d4+8HD (1)
14	Owl Bear (1d4)	Owl Bear (1d4)	Lycanthrope, Devil Swine (1d3)
15	Rhagodessa (1d4)	Rust Monster (1d4)	Lycanthrope, Werebear (1d4)
16	Rust Monster (1d4)	Salamander, Flame (1d4+1)	Manticore (1d2)
17	Spectre (1d4)	Scorpion, Giant (1d6)	Purple Worm (1d2)
18	Troll (1d8)	Spectre (1d4)	Salamander, Flame (1d4+1)
19	Weasel, Giant (1d4)	Troll (1d8)	Salamander, Frost (1d3)
20	Wraith (1d4)	Warp Beast (1d4)	Vampire (1d4)

d6	Treasure Traps	Trap Effect	d6	Traps Appearing
1	Darts	1d4 spring-loaded darts fire at the character, doing 1d4 damage each. (save vs. wands for each)	1-3	Room trap
2	Flash of Light	Causes blindness for 1d8 turns (save versus spells).		
3	Hidden Monster	Released when the treasure is disturbed. Roll encounter table, but only 1 appearing.		
4	Illusion	Typically of a monster. The monster has AC 9 [10] and vanishes if hit in combat. Its attacks do not inflict real damage: a PC who appears to die just falls unconscious for 1d4 turns.	4-5	Treasure trap
5	Spray	A mysterious liquid covers the character. Monsters are attracted to the smell: the chance of wandering monsters is doubled for 1d6 hours.		
6	Sprung Needle	A needle coated with poison jabs out (save vs poison or die).	6	Both

d6	Room Traps	Trap Effect
1	Falling Block	Inflicts 1d10 damage (save versus petrification to avoid)
2	Gas	Poisonous gas fills the room (save versus poison or die)
3	Mist	Harmless; looks like poison gas
4	Pit	Opens up beneath characters' feet, inflicting falling damage on any who fall in
5	Scything Blade	Swings from the ceiling, attacking for 1d8 damage
6	Slide (or closing walls)	Opens up beneath characters' feet, sending them to a lower level

Magic Items				
Expert: d%	Potion (Basic:d8)	Ring (Basic:d6)	Rod, Staff, Wand (Basic:d6)	Scroll or Map (Basic:d8)
1	Clairaudience	Control Animals (1)	Rod of Cancellation (1)	1 Spell (1)
2				
3				
4	Clairvoyance	Control Humans	Staff of Commanding	
5				
6				
7				
8	Control Animal	Control Plants	Staff of Healing (2)	
9				
10	Control Dragon	Delusion	Staff of Power	
11				
12				
13	Control Giant	Djinni Summoning	Staff of Snakes (3)	
14				
15	Control Human	Fire Resistance (2)	Staff of Striking	
16				
17				
18	Control Plant	Invisibility (3)	Staff of Withering	
19				
20	Control Undead	Wand of Cold	Cursed Scroll (4)	
21				
22				
23	Delusion	Wand of Enemy Detection (4)	Prot. from Elements	
24				
25				
26	ESP (2)	Wand of Fear		
27				
28	Diminution (1)			
29				
30				
31	Fire Resistance			
32				
33	Flying			
34				
35				
36	Gaseous Form (3)			
37				
38				
39				
40				
41				
42				
43				
44				
45				
46				
47				
48				
49				
50				

Magic Items Cont'd				
Expert: d%	Potion (Basic:d8)	Ring (Basic:d6)	Rod, Staff, Wand (Basic:d6)	Scroll or Map (Basic:d8)
51	(3) Gaseous Form			
52	Giant Strength	Protection +1, 5' radius	Wand of Fire Balls	Prot. from Lycanthropes (5)
53				
54				
55				
56	Growth (4)	Protection +1 (4)	Wand of Illusion	
57				
58				
59	Healing (5)		Wand of Lightning Bolts	Prot. from Magic
60				
61				
62				
63	Heroism	Wand of Magic Detection (5)	Prot. from Undead (6)	
64				
65				
66				
67	Invisibility (6)	Regeneration	Wand of Metal Detection	
68				
69				
70				
71	Invulnerability	Spell Storing	Wand of Negation	Treasure Map: I (7)
72				
73				
74				
75	Levitation (7)	Spell Tuning	Wand of Negation	Treasure Map: II
76				
77				
78				
79	Longevity	Telekinesis	Wand of Paralysis (6)	Treasure Map: III
80				
81				
82				
83	Poison (8)	Water Walking (5)	Wand of Polymorph	Treasure Map: IV
84				
85				
86				
87	Polymorph Self	Weakness (6)	Wand of Secret Door Detection	Treasure Map: V
88				
89				
90				
91	Speed	Wishes, 1-2	Wand of Secret Door Detection	Treasure Map: VI
92				
93				
94				
95	Treasure Finding	Wishes, 1-3	Wand of Trap Detection	Treasure Map: VII
96				
97				
98				
99	X-Ray Vision	Wishes, 2-4	Wand of Trap Detection	Treasure Map: VIII (8)
100				
				Treasure Map: IX
				Treasure Map: X
				Treasure Map: XI
				Treasure Map: XII