

Monday Map - Random Dungeon #1

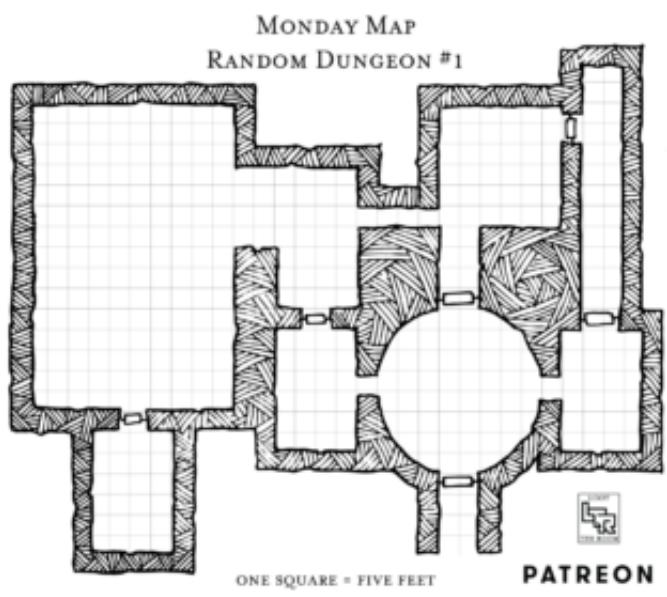
by loottheroom - Monday, August 21, 2017

<http://loottheroom.uk/monday-map-random-dungeon-1/>

There was no campaign setting post on Friday. Partly that's because I was too tired to put one together - last week was my first week of working full time in about 4 years, and it wiped me out - but it's also because I'm again at a stage in the project where most of the work I'm doing is simply mulling things over in my mind. That doesn't make for much of a post.

You'll have noticed that I've been doing a lot of random tables recently. Mostly that's because they're easier to put together than a long article, but it's also because they're an excuse to come up with lots of ideas without any pressure to expand on them. That's something I like to do when I'm deep into a big project, because generating a lot of ideas helps to prevent me from having just one idea that seems really exciting and deciding to work on that instead of perservering on the big project that has suddenly become difficult.

I also just really like random tables, so this week I decided to generate a dungeon using the random tables in the Dungeon Master's Guide. This map is what came out of that.



[click to embiggen]

It's empty currently, because I decided I'm going to use some of my favourite random tables from DMs Guild to come up with the story surrounding it and to populate it. I also realised that there's probably an article in how to make good use of random roll tables, so in Wednesday's Stat Boost I'll be populating this dungeon and fleshing it out, and talking you through how I do that with random tables and still end up with something coherent and worthy of presenting to your players for an evening's game.

I also thought there might be some interest in me putting together an article on how to get your own work ready for publication to DMs Guild. If that sounds like something you'd like to read about then let me know, and I might take this project to the publication stage and put together a how-to with this as a case study for Friday's post. Next week, with any luck, I'll have some more campaign setting work to share with you.

Oh, and before I forget, \$5+ tier patrons can get their extras for this map here: <http://bit.ly/2wuIQm3>

Enjoy!



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