d30 Random Cavern Tunnel Generator
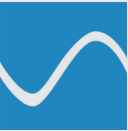
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This d30 Random Cavern Tunnel Generator is intended for use with a regular 2D cave/cavern map to determine the approximate depth underground.

The cave graphics used are public domain images from Manual Sola, taken from his 1852 book *Monserrate Subterranea*. The trail signs are public domain images from the *Iowa Department of Natural Resources*.

Using these tables: Roll 1d30 on Table 1a to get the average slope for 100 yards (or 91m) of underground movement. Use the same 1d30 roll to determine the actual amount of elevation change since the last 100 yards/91m/1d30 roll. Roll on subsequent tables to determine the number of individual slopes (*not all have to be in the same up/down/ascent/descent direction!*) and the approximate height of the tunnels being traversed. **Note:** Table 1a is laid out such that results 1-15 are descents deeper underground and 16-30 are ascents towards the surface. You might want to determine the minimum & maximum depth you want of that level of cave system and adjudicate as needed.

Table 1a: Average Slope/Grade*

Roll Descent	Result	Roll Ascent
1	Cliff (20%-90% Grade)	30
	Climbing equipment/skill required	
2-4	Extremely Difficult (15%-20% Grade)	27-29
5-8	Very Difficult (10% -15% Grade)	23-26
9-12	More Difficult (5%-10% Grade)	19-22
13-15	Easiest (0%-5% Grade)	16-18

Table 1b: Elevation Change*

Roll	Result	Skill Checks
1	-3d30' (1'=.3048m)	*Special**
2	-60' (-18.3m)	-15% Climb Walls
3	-54' (-16.4m)	-4 Simple Stat Check
4	-51' (-15.5m)	
5	-45' (-13.7m)	-10% Climb Walls
6	-39' (-11.9m)	-3 Simple Stat Check
7	-36' (-11m)	
8	-33' (-10.1m)	
9	-30' (-9.1m)	-5% Climb Walls
10	-27' (-8.2m)	-2 Simple Stat Check
11	-24' (-7.3m)	
12	-21' (-6.4m)	
13	-15' (-4.6m)	-1 Simple Stat Check
14	-9' (-2.7m)	
15	-3' (-0.9m)	
16	+3' (+0.9m)	
17	+9' (+2.7m)	
18	+15' (+4.6m)	
19	+21' (+6.4m)	-5% Climb Walls
20	+24' (+7.3m)	-2 Simple Stat Check
21	+27' (+8.2m)	
22	+30' (+9.1m)	
23	+33' (+10.1m)	-10% Climb Walls
24	+36' (+11m)	-3 Simple Stat Check
25	+39' (+11.9m)	
26	+45' (+13.7m)	
27	+51' (+15.5m)	-15% Climb Walls
28	+54' (+16.4m)	-4 Simple Stat Check
29	+60' (+18.3m)	
30	+3d30' (1'=.3048m)	*Special**

Table 2: # of Slopes

Roll	Results
1	One continuous
2-6	Two
7-24	Three
25-27	Four
28-29	Five
30	Six

Table 3: Tunnel Height***

Roll	Rate
1	Steady slope to 3' (1m)
2-3	Steady slope to 5' (1.5m)
4-5	Steady slope to 7' (2.1m)
6-7	Steady slope to 10' (3m)
8-10	Fluctuates between 5'-10' (1.5m - 3m)
11-15	Fluctuates between 10'-15' (3m - 4.6m)
16-20	Fluctuates between 15'-20' (4.6m - 6.1m)
21-23	Steady slope to 15' (4.6m)
24-26	Steady slope to 20' (6.1m)
27-28	Steady slope to 25' (7.6m)
29-30	Extends beyond torch range

*Use the same 1d30 roll for Tables 1a &1b
**Climb Walls Skill and/or climbing equipment required
**Roll 1x for every slope indicated in Table 2