# Random Underground Bunker Adventure Helper

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Ok, you did not prepare the bunker your merry band of nincompoops found while playing; And the murder-hobos went in the exact opposite direction from your well-planned outline. That is OK; on a piece of paper, draw a set of squares with lines connecting a path following how you want the whole layout to work. Keep it smallish; between 5 to 9 squares is a good size. And yes, I am using dice other than D6s, and percentile dice, the standard Morrow Dice. I am a heretic that should be tried for my crimes… All dice are useful to a PD/GM/DM/Lord over all you survey… so use all tools you can find. It will not generate a completely ready-to-go bunker for your players, but it will get you started down the road to a quick, working foundation that can be refined as needed… And that is the key here, getting you started on creating.

Roll the following dice for each room and write the results in each square. As PD/GM/DM/benevolent Grand High Poobah of the Universe, you have the discretion to change any of the suggested results on the dice tables and re-roll any results that suck-ith muchly.

# D10 Core Room Purpose

*What is the purpose of the room?*
1. Entrance
2. Guardian
3. Roleplay
4. Puzzle
5. Trap or Hazard
6. Trick
7. Powerful Foe
8. Treasure Room
9. Discovery
10. Revelation

*This is for the GM to determine the room's purpose and what your players can do here*

It doesn't matter what information is part of the table - it's the mechanism that counts. Rolling allows fate to choose for you and provides a variety of prompts.

To further help prevent repetition, you can create modifier tables to generate different room criteria. Are the rooms here too big? Make them smaller. Are there enough purposes to make you feel like a porpoise? Eliminate the extraneous or move it to a different room.

# D6 Room Size

*From tiny to large spaces, if these sizes are not suitable for you, adjust them up or down. Underground bunkers usually should not have gigantic rooms. But at least give them room to move around freely and have something interesting to look at.:*
1. 25 square meters
2. 50 square meters
3. 75 square meters
4. 100 square meters

5. 150 square meters
6. 200 square meters

# d8 Room Shape

1. Circular with irregular crevice(s), crack(s), fissure(s), or depression(s)
2. Circular
3. Triangular
4. Square
5. Square with irregular crevice(s), crack(s), fissure(s), or depression(s)
6. Hexagonal
7. Octagonal
8. Natural but improved Cave

# d12 Room Type

*Roll for a distinguishing feature(s) for each room to revolve your design around. To determine functionality, roll percentile check. There is a 30% chance of it being useful or working. If the roll is under 30% (result = 01 to 30), the feature works or can easily be coerced/forced to work. For a roll that covers the midrange of feature(s) may or may not work, depending on how that would affect plot points or general f\*\*kery of the PD/GM/DM/Overlord of the Hot Mess of a World (especially when the PD dice cause swearing from players or GM). Results from 31 to 80 fall in this category. And when the roll results from 81 to 98, the feature doesn't work and you're just shit outta luck (and 99/100 means not only are you shit outta luck, your duckin' pain or serious injury).*

1. Large Tank
2. Industrial equipment
3. Electronic racks/Computer Server racks
4. Storage crate(s) (roll D100 to determine % crate is full/put what you want in them)
5. Couch and Bunk
6. Table with Chairs
7. Desk with Computer
8. Lab bench
9. Jail Cells
10. Catwalk/Crawl Space/Drop Ceiling
11. Medical Equipment
12. Storage crates filled with artwork

For even more variety, roll a d4/d6 for quantity. If it is a large room like 200 meters, I would roll on this table again to add to it unless, for example, you want it to be a large warehouse, then multiply the number of boxes and add other things. You are in control of what this becomes.

# Create an example Bunker
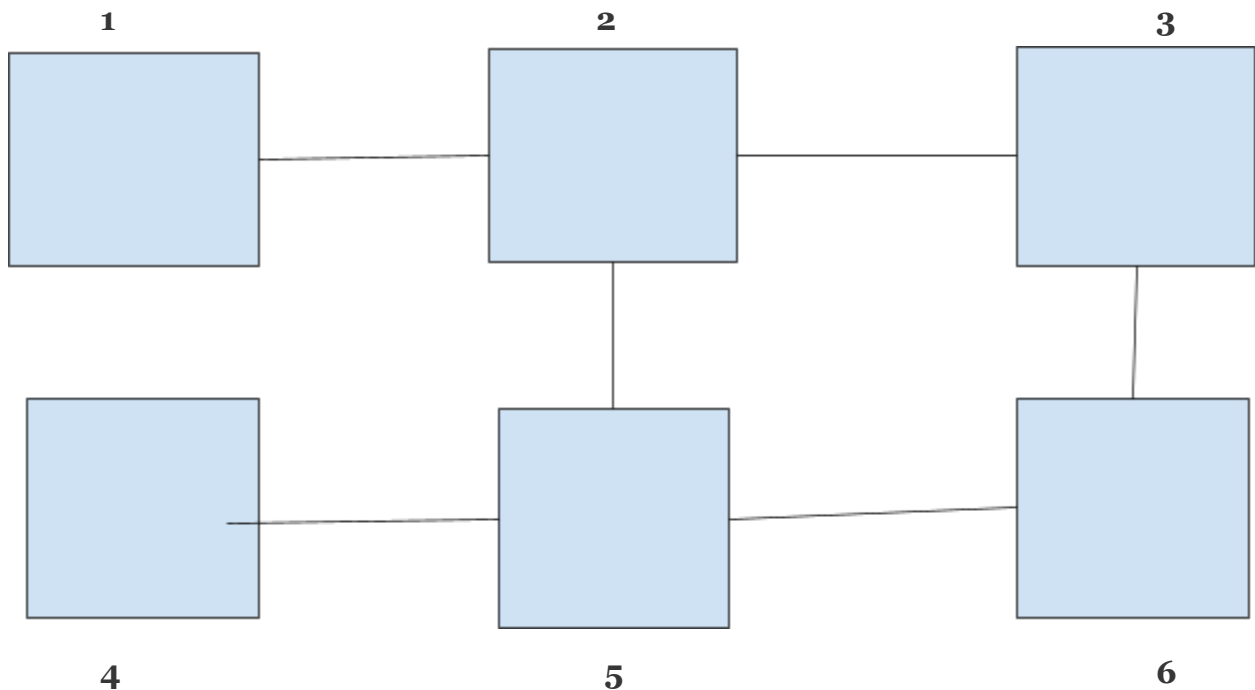


This is my crude drawing of the bunker and the connecting hallways. Let's roll for each room in numeric order..

Room 1 - 4,3,5,3,2(quantity) = Puzzle, 75 Sqm,Square with irregular crevice(s)/ crack(s)/ fissure(s)/ depression(s), and this room has 2 electronic racks in it.
Room2 - 10,3,4,7,2 = Revelation,75 Sqm,Square, 2 desks with computers on them
Room 3 - 5,6,4,5,1 = hazard/trap,200 Sqm,Square, 1 couch or bunk in it.
Room 4 - 7,4,1,1,4 = Powerful Foe, 100Sqm,circular with irregular crevice(s)/ crack(s)/ fissure(s)/ depression(s,, 4 large tanks
Room 5 - 8,1,3,10,3 = Treasure,25 Sqm,Triangular, 3 catwalks
Room 6 - 2,6,7,3,4 = Guardian,200SqM,Octagon, and 4 electronic racks.

Ok we did not roll an entrance so time to pick one. I'm gonna go rando so I rolled a d6 and got a 1, so Room 1 is now the entrance.

And now for the big moment, drum roll please... Let's use this info to make a bunker.

Room 1 - This is where the ladder down the pipe ends.  The room is dark and feels like it has had water in it at one time. The room is about 75 square meters in size and is square with a door on one wall it will not open. There are 2 electronic racks here.  One of them has a piece of equipment that has lights on. (Puzzle)    The puzzle is to open the door using the power. So add in what they need.  Conduit runs from a box by the door keypad to the rack that has power.

Room 2 - This room is square and 75 meters in size. There are 2 desks here with computer equipment on them.  If the team shorted out power by opening the door the computers are dead, if the power is still on then one is still on and logged in.  (revelation)  the computer shows the facility was an old military operations post with other colorful dressing information.   One of the team notices here that there are signs of someone who has been here: dirty footprints, hand marks,  PC that is logged in, keyboard is clean.  Two doorways here both unlocked.

Room 3- A Square room that is large at 200 square meters, this room looks as if it was a living quarters with most of the bunks and furniture overturned,  except for one that is still standing and a couch next to it that is also set up properly. It looks like someone made the bed.
If the team goes into the room to explore,  they will trigger 1d6  tripwires on a d6 1-4 its a shotgun shell going off as a noisemaker. 5-6 it's a 12ga shotgun rigged up as a booby trap.  This gives the powerful foe  knowledge they are here.


Room 4- A Circular room about 100 sq meters in size. There are 4 large tanks here and other piping and equipment, there are sounds of metal being banged and moved unless the team set off the traps, then it will be silent and the foe gets surprised on them for combat.   Combat here with no clean lines of sight and no place to cover all sides.

Room 5 - This room needs fixing as it's tiny with catwalks.  I'm changing catwalks to crates. Triangular room with broken electronic equipment. There are stacks of crates here most of them open and tossed, there is a stack of 3 in the corner that are closed.   These contain the treasure/resources/whatever.  3 doors here.

Room 6 - This room is 200 sq meters and an octagonal like cavern, This looks like it was the actual entrance as there is what looks like a large set of doors at the other end with what looks like a civilian jeep crushed between the doors,  looking past the gap there is a cave in beyond the doors.   The jeep is littered with bullet holes and there are remains of several people here.  If power is on, beeping can be heard from the ceiling as soon as the team gets near the jeep and doors.  Automated turrets are going to fire 5.56 rounds at 6 rounds per target per combat round

Basic flush out of a quick and dirty military bunker with two exciting events and treasure. Make the turret not work if they short out power in room 1,  maybe give the baddie knowledge of this as the rooms have some basic lights left working.  Where is the power coming from? Who knows?  Add a cave in with a  collapsed hallway somewhere leading off the map that explains "oh the reactor is that way, etc...   plausibility works if they can't get access.

You can change the flavor of the whole thing by changing what type.   Civilian?  Frozen Chosen? Industrial?  Doesn't matter if you change the set dressings to change the theme and add to the fun.  Is this complete?  Nope.   add more to each room,  what is the "treasure" they get? Stats for the powerful foe? What about the guardian turret?  Can they disable it?  This all is just to get you started.    By the way I created the above in about 20 minutes so this can work just before you have a game, use it to get your creative thought process going and improvise.

This is not just for making a bunker,   did they find an industrial complex?  Hey, that works too for the rooms in a large building.   I would add some flavor of collapsed rooms for both showing it was a larger facility and that it's old and unmaintained.  You can go larger if you want,  but don't let the theme of it get too random.   The place had a purpose,  stick to that purpose.