



EXPLORE

5 MORE DUNGEONS

5 Random Dungeons for Tier 1 Characters



BY G.A. MILLSTEED



About these dungeons

These dungeons were generated using lists of creatures, items, and traps from the standard D&D fifth edition rulebooks. In this case, they have been limited to Tier 1 monsters (with CR from 0.25 to 4), pit traps, and items of common or uncommon rarity. These dungeons assume that you have access to the D&D fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*).

When creatures, items, and traps appear in these dungeons they are accompanied by handy page references.

Dungeons included in this pack:

1. Abandoned Deep Gnome Outpost
2. The Silver Mountain Tunnel
3. Some Ruins
4. Sea Hag's Lair
5. Sea Hag Coven

Please note:

Little attention has been paid to the balance of risk or reward in these dungeons. These dungeons may be suitable for Tier 1 characters, but there is no guarantee – they are pretty random.

No creative effort, beyond giving each dungeon a name which attempts to contextualise their absurdity, has been exercised in the creation of these dungeons.

These incoherent and unimaginative dungeons were spat out by a mindless aleatory procedure. If attempted by a DM without adequate experience and creative flair, they could cause you to lose all your friends and loved ones due to the assumption that you have become *a bad and stupid DM*. You have been warned.

These are terrible dungeons, and you should not play them. And yet, here you are. Good luck to you.

Attributions

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1. Abandoned Deep Gnome Outpost

Room #1 (25ft x 10ft)



Doors

- Unlocked wooden door leading North out of the dungeon. • Stuck wooden door leading South toward Room #2. DC 8 Strength check to force open. • Unlocked wooden door leading East toward Room #3.



Traps

Simple Pit (DMG 122)

Room #2 (10ft x 20ft)



Doors

- Stuck wooden door leading North toward Room #1. DC 8 Strength check to force open. • Stuck iron door leading West toward Room #4. DC 13 Strength check to force open.



Monsters

Carrion Crawler (MM 37)



Traps

Hidden Pit (DMG 122)

Room #3 (20ft x 10ft)



Doors

- Unlocked wooden door leading West toward Room #1.



Traps

Hidden Pit (DMG 122)

Room #4 (15ft x 25ft)



Doors

- Stuck iron door leading East toward Room #2. DC 13 Strength check to force open. • Unlocked stone door leading West toward Room #5.

Room #5 (10ft x 5ft)



Doors

- Unlocked stone door leading East toward Room #4. • Unlocked wooden door leading North toward Room #6.



Monsters

Deep Gnome (Svirfneblin) (MM 164)



Traps

Hidden Pit (DMG 122)



Treasure

5 x Cheese, hunk (PHB 158)

Room #6 (25ft x 10ft)



Doors

- Unlocked wooden door leading South toward Room #5. • Unlocked wooden door leading West toward Room #7.



Monsters

Winter Wolf (MM 340)

Room #7 (20ft x 5ft)



Doors

- Unlocked wooden door leading East toward Room #6.



Monsters

Gargoyle (MM 140)



Treasure

Wand of secrets (DMG 211)

2. The Silver Mountain Tunnel

Room #1 (20ft x 20ft)



Doors

- Unlocked wooden door leading North out of the dungeon.
- Unlocked wooden door leading South toward Room #2.
- Unlocked iron door leading East toward Room #4.



Monsters

Orog (MM 247)



Treasure

Bag of tricks (DMG 154)

Room #2 (5ft x 25ft)



Doors

- Unlocked wooden door leading North toward Room #1.
- Stuck wooden door leading South toward Room #3. DC 14 Strength check to force open.



Treasure

10 x Ammunition +1 (DMG 150)

Room #3 (10ft x 10ft)



Doors

- Stuck wooden door leading North toward Room #2. DC 14 Strength check to force open.
- Unlocked wooden door leading South toward Room #5.

Room #4 (10ft x 15ft)



Doors

- Unlocked iron door leading West toward Room #1.
- Unlocked wooden door leading South toward Room #7.



Monsters

Silver Dragon Wyrmling (MM 118)



Traps

3 x Hidden Pit (DMG 122)

Room #5 (5ft x 30ft)



Doors

- Unlocked wooden door leading North toward Room #3.
- Unlocked wooden door leading West toward Room #6.
- Unlocked wooden door leading South out of the dungeon.



Monsters

Hobgoblin Captain (MM 186)



Treasure

10 x Spell scroll (2nd level) (DMG 200)

Room #6 (15ft x 25ft)



Doors

- Unlocked wooden door leading East toward Room #5.



Monsters

Scout (MM 349)



Traps

Simple Pit (DMG 122)



Treasure

Scale mail armor (PHB 145)

Room #7 (15ft x 15ft)



Doors

- Unlocked wooden door leading North toward Room #4.



Monsters

Dust Mephit (MM 215)

3. Some Ruins

Room #1 (15ft x 10ft)

**Doors**

- Unlocked wooden door leading East toward Room #2. • Unlocked wooden door leading South out of the dungeon.

Room #2 (25ft x 15ft)

**Doors**

- Unlocked wooden door leading West toward Room #1. • Stuck wooden door leading North toward Room #3. DC 5 Strength check to force open.

**Monsters**

8 x Bat (MM 318)

**Treasure**

6 x Oil (flask) (PHB 150)

Room #3 (5ft x 30ft)

**Doors**

- Stuck wooden door leading South toward Room #2. DC 5 Strength check to force open. • Stuck wooden door leading East toward Room #4. DC 13 Strength check to force open.

Room #4 (10ft x 25ft)

**Doors**

- Stuck wooden door leading West toward Room #3. DC 13 Strength check to force open.

**Monsters**

Gray Ooze (MM 243)

**Treasure**

Bracers of archery (DMG 156)

4. Sea Hag's Lair

Room #1 (10ft x 20ft)

**Doors**

- Unlocked iron door leading East toward Room #2. • Unlocked wooden door leading East out of the dungeon.

**Monsters**

Homunculus (MM 188)

**Traps**

Hidden Pit (DMG 122)

Room #2 (15ft x 5ft)

**Doors**

- Unlocked iron door leading West toward Room #1. • Unlocked wooden door leading East toward Room #3.

Room #3 (15ft x 25ft)

**Doors**

- Unlocked wooden door leading West toward Room #2. • Unlocked wooden door leading North toward Room #4.

**Treasure**

Wand of magic detection (DMG 211)

Room #4 (25ft x 15ft)

**Doors**

- Unlocked wooden door leading South toward Room #3. • Unlocked wooden door leading North toward Room #5.

**Monsters**

Sea Hag (MM 179)

Room #5 (5ft x 20ft)

**Doors**

- Unlocked wooden door leading South toward Room #4. • Unlocked wooden door leading East toward Room #6.

Room #6 (10ft x 15ft)



Doors

- Unlocked wooden door leading West toward Room #5.



Monsters

- 4 x Fire Snake (MM 265)

5. Sea Hag Coven

Room #1 (25ft x 15ft)



Doors

- Unlocked wooden door leading West toward Room #2. • Unlocked wooden door leading South toward Room #3.



Monsters

- Ogre Zombie (MM 316)
- Quasit (MM 63)

Room #2 (10ft x 15ft)



Doors

- Unlocked wooden door leading East toward Room #1. • Stuck wooden door leading West toward Room #5. DC 3 Strength check to force open.

Room #3 (20ft x 10ft)



Doors

- Unlocked wooden door leading North toward Room #1. • Unlocked wooden door leading South toward Room #4. • Stuck wooden door leading East toward Room #7. DC 5 Strength check to force open. • Unlocked wooden door leading South toward Room #4.



Traps

- Hidden Pit (DMG 122)

Room #4 (15ft x 15ft)



Doors

- Unlocked wooden door leading North toward Room #3. • Unlocked stone

- door leading West toward Room #6. • Unlocked stone door leading North toward Room #3.

Room #5 (20ft x 15ft)



Doors

- Stuck stone door leading East toward Room #2. DC 3 Strength check to force open.



Monsters

- Giant Badger (MM 323)
- 5 x Awakened Shrub (MM 317)



Traps

- 2 x Hidden Pit (DMG 122)

Room #6 (30ft x 5ft)



Doors

- Unlocked stone door leading East toward Room #4.

Room #7 (25ft x 5ft)



Doors

- Stuck stone door leading West toward Room #3. DC 5 Strength check to force open.



Monsters

- 5 x Sea Hag (MM 179)



Traps

- Simple Pit (DMG 122)

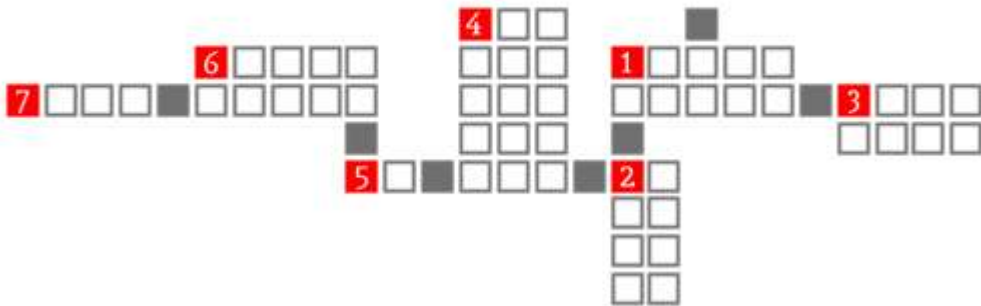


Treasure

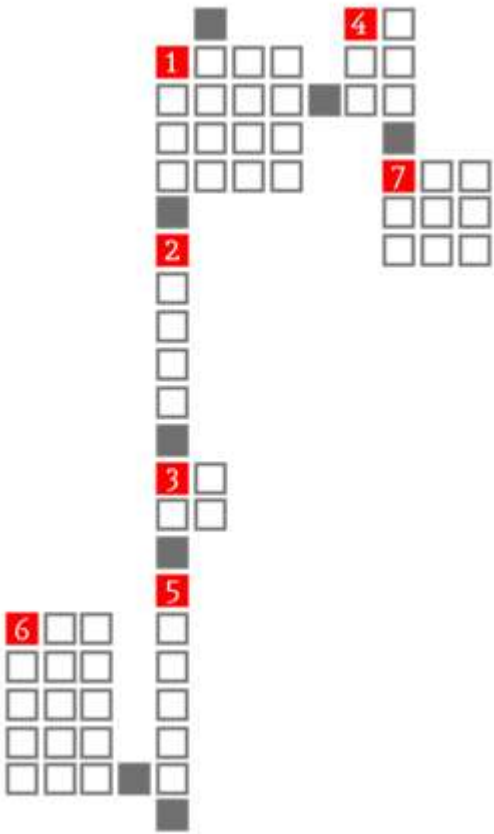
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Dungeon Maps

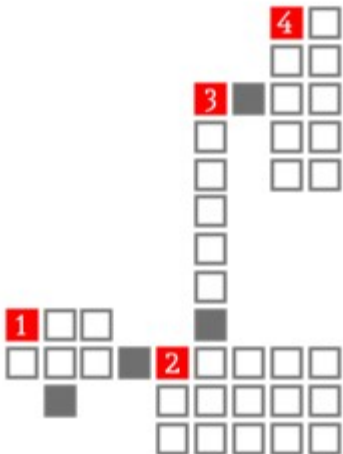
1. Abandoned Deep Gnome Outpost



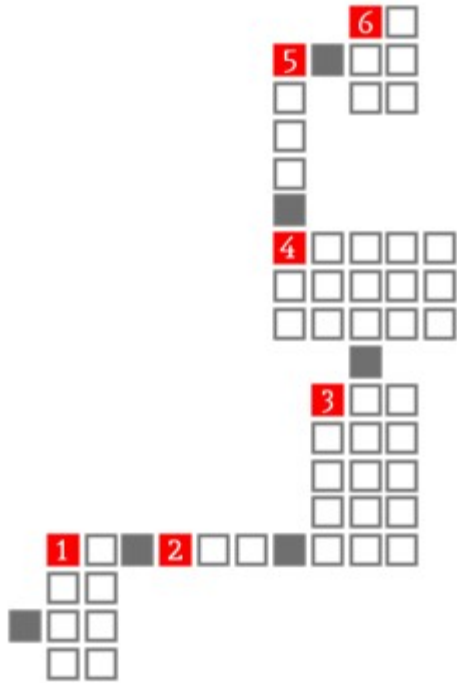
2. The Silver Mountain Tunnel



3. Some Ruins



4. Sea Hag's Lair



5. Sea Hag's Coven

