RANDOM DUNGEON GENERATOR FOR 5TH EDITION

GUILD

Featuring 18 Unique Random Encounter Tables and Descriptions

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Table of Contents

Why You Need This

Your players just bested a hill giant after a long fought battle. They're halfway home from their journey and you plant a bit of foreshadowing for a dungeon later in the campaign.

"As you walk along the barren road between Gorthras and Telenno, you pass what appears to be a stone mausoleum with the symbol of Lathander on the door. Further along, you-"

"Can we go inside the mausoleum?" asks the party cleric.

"Um, what?"

"We're all in pretty rough shape and it's a long way back. I worship Lathander. I want to camp here for the night." the cleric says.

"Well you can't, there's a huge stone in front of the door blocking your path."

"Well I push it out of the way." says the party barbarian.

"Um okay, give me a Strength check…" (DC 30 you think to yourself.)

"Nat 20."

Shit.

So you need a dungeon on the fly. Maybe your players went to a location you hadn't prepared yet, or they nerfed your preplanned session and you've only played for an hour and need to fill the other three hours of time you negotiated with you wife to let you play D&D.

Whatever the case may be, you need a quicky dungeon and you don't have time to jump online or roll a complex random dungeon from the DMG. So I have prepared a little dungeon generator that allows you to make one roll, use a few select beasties from the Monster Manual and viola! You have a dungeon of any size on demand.

How to Use this Guide

Quite simply, you are going to grab a fistful of dice and roll them in front of you (preferably behind the DM screen) and using the random layout of the dice as well as the results of your roll you will have the contents of your dungeon as well.

The following section will explain how the process works and once you're ready to start creating, there is a library of 18 themed random dungeon generation tables for you to use when reading your results. You can create an entirely original dungeon using this book in seconds.

Supplies You'll Need

Sorry, but as much as I'd love to provide *everything* you're going to need, I have to omit things such as monster stat blocks and other copyrighted material.

- Paper
- Pencil
- Dice (d4, d6, d8, d10, d12) with multiples
- 5th Edtion *Monster Manual*
- Dice Tray (not necessary, but helpful)
- Decent Improv Skills (but I'll help with that)

Dungeon Layout Design

There are a couple of questions you'll need to answer and decisions to make in order to create the perfect random dungeon for your specific party.

1.) How many rooms will this dungeon have? Are you just trying to create a quick hour-long delve to eat time? Are your friends on the way to your house now and you don't have an adventure planned? A good estimate for time is that each room (depending on its contents) will take your party 5-20 minutes to traverse, I'll explain more on that later. The safe bet is to just start with 5 rooms, and add or remove as needed.

This will determine how long and difficult your dungeon will be.

2.) What kind of dungeon is it? Is it a bandit hideout? A giant spider lair? A wizard tower? This will determine the flavor of your dungeon, what kind of monsters/traps you'll find inside. I'll provide charts of examples in the next section.

This will determine the theme of you dungeon and inform the contents of each room.

3.) How mean do you want to be? (Or how strong is your party?) There are two versions of this generator; one with level scalability (which is vastly more complex) and one without (which can be rolled and built more quickly, but veers on the side of making the dungeon easier)

Number of Rooms

First you decide how many rooms your dungeon will have. This determines how many dice you'll roll. Five rooms equals five dice. Easy right?

Room Size

Now that you know how many dice to grab, we will decide what kind you'll need. It's a simple incremental scale; the more sides on the dice, the bigger the room. Use the table below as a guide.

Bear in mind as well, that the larger the room, the more difficult the potential encounters youre party will find inside.

Die	Dungeon Room Contents
d4	20 sq. ft. Room, Easy Encounters
d6	30 sq. ft. Room, Minor Setbacks
d8	40 sq. ft. Room, Major Setbacks
d10	50 sq. ft. Room, Dangerous Encounters
d12	40 sq. ft. Room, Deadly Encounters

Room Placement

There are two variations to this approach and they both have their own strengths and weaknesses.

Option 1: Design the layout yourself and simply use the generator tables to stock the dungeon.

The advantage to this method is that you maintain control of the flow and pacing of your dungeon. You can also use the layout to help tell the story (is it a symmetrical keep? a tower?)

The disadvantage is that this method takes time and I wanted to design a dungeon generator you could use at the table with no prep whatsoever. These dungeons can also be predictable for seasoned roleplayers who know all the old tricks.

Option 2: Let the dice determine your layout.

The method I am about to outline generates some wild and random results quickly. Borrowing from an old analog town generator that uses a similar approach, this dungeon layout designer simply uses the natural pattern of the dice as the room placement. This enables you to design the dungeon with one dice throw as opposed to a lengthy design process.

The disadvantage of this method is that you lose control of all pacing and you may even find yourself with a deadly encounter in the first room, and easy encounters in the remaining rooms.

I would advise trying it out anyway, if only because this will throw your players for a loop since most of them expect a dungeon that gets incrementally more difficult as you progress, whereas the natural chaos of villains and mon-sters may result in a climactic battle early on, not only subverting your players' expectations, but also keeping them on their toes even when you know there is no greater danger ahead.

If you see this happening, I highly advise throwing a powerful magic item or significant treasure at the end of the dungeon so your players don't feel like they've wasted their time.

Step 1: Assemble your supplies (Fig. 1A)

DICE   DICE TRAY

PENCIL

PAPER
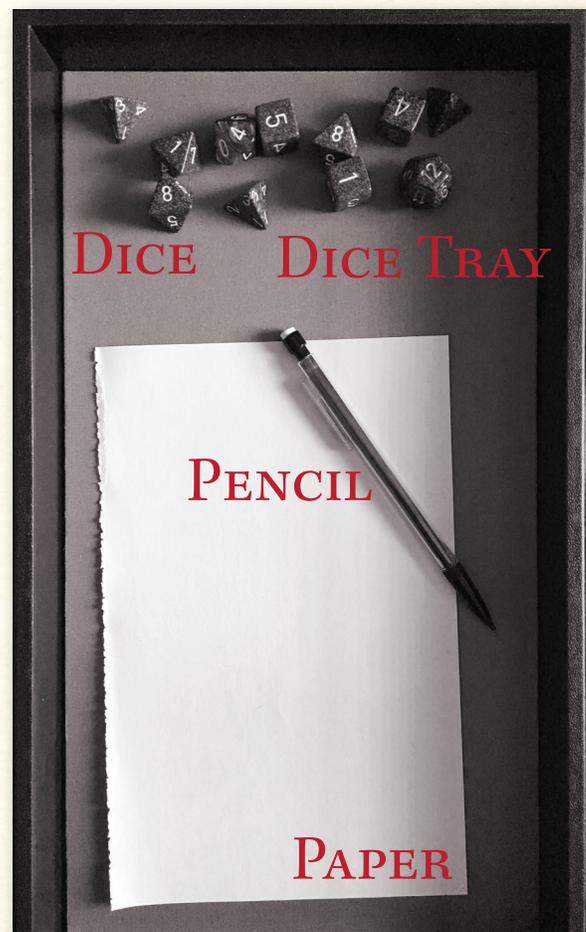
Fig 1A

Step 2: Roll your dice (Fig. 2A)

Fig 2A

Step 3: Trace the shape of your dungeon, connecting the closest rooms to each other in a line. You can create branching rooms if dice are surrounding each other. (Fig. 2B)
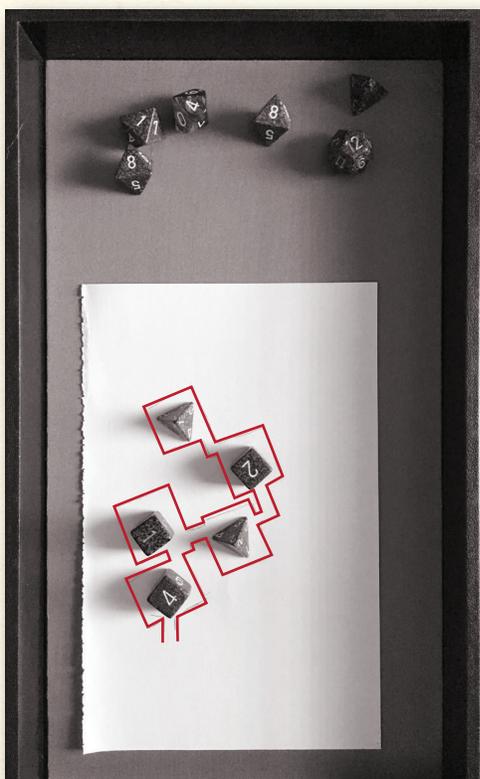
Fig 2B

Step 4: Note the size and result of each room on your new dungeon map. If you wish to have multiple levels, an easy optional way to determine where stairs are located is the even-odd rule.

If a hall goes from and even result room to an odd result, then add stairs going down.

If a hall goes from an odd result room to and even, then add stairs going up.

If a hall is between two even or two odd rooms, then they are on the same level (Fig. 3)
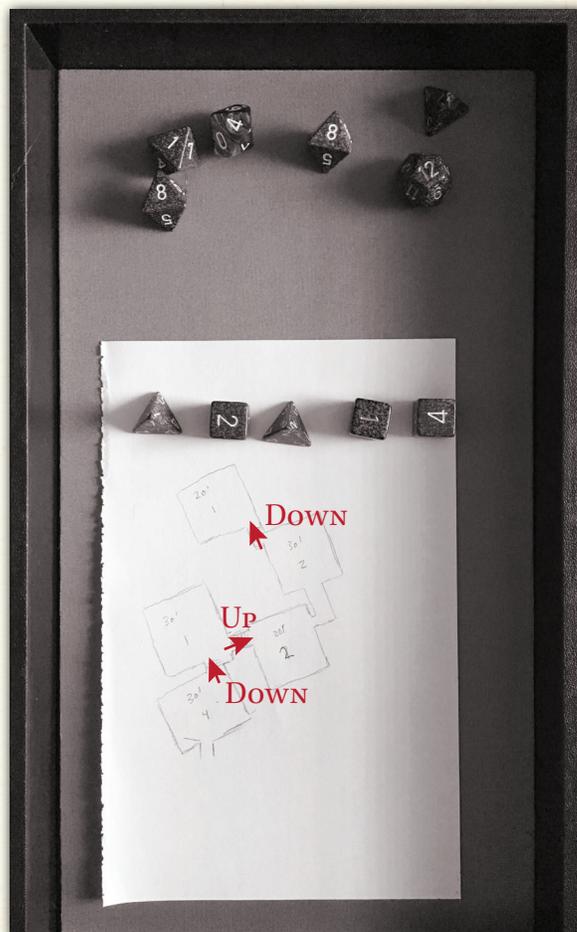
Fig 3

Stocking Your Dungeon

Now for the fun stuff! There is a pretty simple formula for the results on the room contents table which I will outline on the next page.

Dice Results Table

Again there are two versions of this table; the Simple Dungeon Generator can be used for players of any level and the dice reflect both room size and encounter difficulty, and the Scaled Dungeon Generator with varied results based on the party's adventuring tier. The Simple version is faster, while the Scaled version is more robust and specific to your needs.

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Puzzle
3	DC 10 Trap
4	CR 4 Monster
5	Medium Puzzle
6	CR 6 Monster
7	DC 15 Trap
8	CR 8 Monster
9	Hard Puzzle
10	CR 12 Monster
11	DC 20 Trap
12	CR 16 Monster

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Puzzle	Easy Puzzle	Easy Puzzle	Easy Puzzle
3	DC 5 Trap	DC 10 Trap	DC 15 Trap	DC 15 Trap
4	CR 1 Monster	CR 6 Monster	CR 10 Monster	CR 14 Monster
5	Medium Puzzle	Medium Puzzle	Medium Puzzle	Medium Puzzle
6	CR 2 Monster	CR 8 Monster	CR 12 Monster	CR 18 Monster
7	DC 10 Trap	DC 15 Trap	DC 15 Trap	DC 20 Trap
8	CR 4 Monster	CR 10 Monster	CR 14 Monster	CR 20 Monster
9	Hard Puzzle	Hard Puzzle	Hard Puzzle	Hard Puzzle
10	CR 6 Monster	CR 12 Monster	CR 16 Monster	CR 22 Monster
11	DC 15 Trap	DC 20 Trap	DC 20 Trap	DC 25 Trap
12	CR 8 Monster	CR 14 Monster	CR 18 Monster	CR 24 Monster

Simple Dungeon Generator

The results of this table are easy to predict and can be implemented into your game with great alacrity. Put simply, a small dungeon with no rooms larger than 30 square feet will never have anything more difficult than a CR 6 Monster. In a low level party this protects you as a DM from accidentally TPKing them with randomness.

At higher levels however, this simple generator may fail to challenge your seasoned players. Even a five room dungeon with only 60 square foot rooms could potentially come up with nothing worse than a puzzle and a DC 10 Trap.

Like I said before, this simple table sacrifices specificity and control in favor of speed.

Puzzles and their solutions will be explained in the puzzle index and referred to by the tables.

Traps will be listed as the DC to detect, the saving throw to halve the damage, and the total and damage type if the party triggers the trap.

Scaled Dungeon Generator

The scaled table by contrast can be finely tuned to your party's level, and while it may take just a little more work, it a lot more rewarding for high-level parties.

Puzzles and their solutions will be explained in the puzzle index and referred to by the tables.

Traps will be listed as the DC to detect, the saving throw to halve the damage, and the total and damage type if the party triggers the trap.

Persistent Threats

If your party is tougher than the Monster Manual suggests, like mine is or if you're just a particularly mean DM, you may roll a dungeon that comes up with more than 1 empty room and worry that the dungeon will be too easy. Well, you could always just re-roll any empty rooms, or you can use this option I like to call the Persistent Threat.

I like the pacing effect that an empty room can have on a party, especially when they are an overly cautious group, so having some kind of dangers that aren't just monsters or traps can be a unique way of challenging the party.

Persistent Threats are things like poisonous mold, atomspheric effects, and lair effects caused by powerful monsters. The exist throughout the dungeon

and you can use them to challenge the party in lots of ways.

I will provide examples for each themed dungeon in the next section. Use the additional description included to warn the players of the Persistent Threat so they're not caught off guard when you force them to make saving throws!

In empty rooms, I automatically have the Persistent Threat occur. For example, if a dungeon has poisonous mold on the walls, I will have the party make the Constitution saving throw in empty rooms.

If you're really mean, or your party is having too easy of a time with a monster, you can have them make saving throws on Initiative Count 10 every round until they've dealt with the threat.

I personally hate it when players try to take a long rest inside a dungeon they haven't cleared out. It shows a lack of caution at best and disrespect for your dungeon at worst. So if they do try to rest, I force them to make saving throws with a much higher DC.

Puzzles and Traps

This guide intentionally reuses certain puzzle or trap tropes in order to goad players into a false sense of security. If you use this generator for your group multiple times, they may come to expect the results of a particular puzzle or trap to be the same as a similar encounter they may have had before...

...but it won't be! The solution to an easy puzzle may actually trigger a trap on a harder version of the same puzzle, use this to play with your players' expectations. It's fun to throw an easier version of a puzzle at your players too and watch them agonize over solutions when the right answer is in front of them!

Puzzles will be referenced in the tables, but the details of the puzzle are in the Puzzle Index.

Traps will be listed as first the DC to find/disarm (2 separate checks) them if a player wants to check for traps. Then the type of trap, its trigger, its saving throw, and damage. See the example below:

Search/Disable DC   Trap Type   Trap Trigger

DC 10   Acid Pit,   Floor Panel
(Dex Save 12,   2d10 acid damage)

Damage Saving Throw   Damage & Type

Aberration Dungeon Generator

Read this aloud:
The cavernous interior of this underground dwelling is cold and damp. The smell of mildew hangs heavy. Aside from the odd echo of a droplet hitting the cavern floor, a calm silence persists throughout the dark corridors. Visibility is limited to about 20-30 feet.

Whether created by some foul mage or carved out of the stone by the creatures that inhabit the structure now, this dungeon is filled with arcane horrors.

Bottom feeders like Chuuls and Grells prey on unsuspecting spelunkers and the remains of would-be adventurers left behind by Illithids and Beholders. These monsters roam around in plain sight, with a passive perception of 14. Any encounter with an adventuring party quickly becomes combat.

Beholders use their flying ability to keep out of reach of most dangers amassing treasure from adventurers they kill and growing ever more paranoid. Lost Mind Flayers lurk in dark corners to hunt for brains.

Tactically, both the Beholders and Mind Flayers prefer to surprise attack adventurers who are already engaged with lesser aberrations. Both the Mind Flayers and the Beholders are less effective at close range, and therefore stay hidden unless the party can succeed on a DC 15 Perception Check in any room containing one of these monsters. If the party is attempting to stealth, use the Passive Perception of these monsters to determine whether they are prepared to attack the adventurers.

Persistent Threat

Read this aloud:
The walls of the stone structure are intermittemently broken up by oily red fleshy masses. The eerie silence throughout the structure is occassionally interrupted by what sounds like conspiring whispers.

The walls of this dungeon are filled with Gibbering Mouthers (MM 157). Every empty room has 2 mouther hidden in it.

Unless the players succeed on DC 15 Perception Check, the mouthers will not engage the party directly. Instead, the mouthers will use their *gibbering* action on the unsuspecting party in an effort to disrupt their progress.

If the party simply runs out of the room, the encounter ends. If the party succesfully learns the origin of the gibbering and attempts the engage the mouthers, this will become a combat encounter.

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Simple Compass Puzzle
3	DC 10 Acid Pit, Floor Panel (Dex Save 12, 2d10 acid damage)
4	1 Chuul (MM 40)
5	Medium Elemental Magic Puzzle
6	1 Mind Flayer (MM 222)
7	DC 15 Rotting Door, Knob (Con Save 15, 4d10 necrotic dmg)
8	1 Beholder (MM 28)
9	Hard Two Knights Puzzle
10	1 Mind Flayer Arcanist (MM 222), 2 Intellect Devourers (MM 191)
11	DC 20 Flare, Pressure Plate (Wis Save (close eyes) 20, 10d10 radiant dmg)
12	1 Beholder (MM 28), 2 Grells (MM 172)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Simple Compass Puzzle	Simple Compass Puzzle	Simple Compass Puzzle	Simple Compass Puzzle
3	DC 5 Acid Pit, Floor Panel (Dex Save 10, 1d10 acid dmg)	DC 10 Acid Pit, Floor Panel (Dex Save 12, 2d10 acid damage)	DC 15 Acid Pit, Floor Panel (Dex Save 15, 4d10 acid damage)	DC 15 Acid Pit, Floor Panel (Dex Save 15, 10d10 acid damage)
4	4 Grimlocks (MM 175)	2 Spectators (MM 30)	1 Mind Flayer (MM 222), 4 Grimlocks (MM 175)	2 Spectators (MM 30) 2 Chuuls (MM 40)
5	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle
6	1 Grell (MM 172)	1 Mind Flayer Arcanist (MM 222)	1 Mind Flayer Arcanist (MM 222), 2 Intellect Devourers (MM 191)	1 Beholder (MM28), 4 Nothics (MM 236)
7	DC 10 Rotting Door, Knob (Con Save 15, 2d10 necrotic dmg)	DC 15 Rotting Door, Knob (Con Save 15, 4d10 necrotic dmg)	DC 15 Rotting Door, Knob (Con Save 17, 10d10 necrotic dmg)	DC 20 Rotting Door, Knob (Con Save 17, 18d10 necrotic dmg)
8	1 Chuul (MM 40)	1 Aboleth (MM 13)	2 Mind Flayers (MM 222)	2 Spectators (MM 30), 4 Nothics (MM 236), 1 Cloaker (MM 41)
9	Hard Two Knights Puzzle	Hard Two Knights Puzzle	Hard Two Knights Puzzle	Hard Two Knights Puzzle
10	2 Spectators (MM 30)	2 Blue Slaads (MM 276)	2 Mind Flayers (MM 222) 4 Grimlocks (MM 175)	1 Beholder (MM 28), 2 Drow Elite Warrior (thralls) (MM 128)
11	DC 15 Flare, Pressure Plate (Wis Save (close eyes) 17, 4d10 radiant dmg)	DC 20 Flare, Pressure Plate (Wis Save (close eyes) 20, 10d10 radiant dmg)	DC 20 Flare, Pressure Plate (Wis Save (close eyes) 20, 18d10 radiant dmg)	DC 25 Flare, Pressure Plate (Wis Save (close eyes) 20, 24d10 radiant dmg)
12	1 Aboleth (MM 13)	2 Cloakers (MM 41)	2 Mind Flayer Arcanists (MM 222), 2 Chuuls (MM 40)	1 Beholder (MM 28), 4 Grells (MM 172)

Bandit Dungeon Generator

Read this aloud:
Raucous laughter and drunken revelry can be heard even from the outside of this cave dwelling. Torchlight washes the corridors in dim light. The smell of tobacco masks the smell of body odor and cooked meat.

This simple improvised dwelling is home to a group of thugs and crooks.

Unless the men inside have reason to suspect they have been followed, they are unlikely to notice an adventuring party entering their hideout. Grant the bandits a passive perception of 14 to check against the party's stealth checks.

The bandit clan is not especially bright, and they will assume anyone who has found their way down here is either as stupid or as greedy as they are. Either way, unless the party is particularly clever, any encounter with the inhabitants of this hideout will quickly become a fight.

Tactically the bandits are quite simple; shoot it till it's dead. They will use war beasts to engage the party directly while captains hang back and fire crossbow bolts at the party. A bandit rogue may try to sneak attack the party, so unless they are actively making perception checks, you may want to ask the party for their passive perception and make stealth checks against that (try not to alert the party that they may be being stalked).

Persistent Threat

Read this aloud:
In the corners of the room are puddles of a sticky-looking yellow ichor. There is a faint smell of rotting meat in the air.

Unbeknownst to these dim-witted bandits, their home has been infiltrated by Ochre Jelly (MM 243). There are 2 jellies in each empty room.

Unless the players succeed on DC 15 Perception Check and spot the jelly, the ooze will not engage the party directly. If the party tries to rest in the dungeon, the ooze will attack.

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Password Riddle Puzzle
3	DC 10 Spike Pit, Trip Wire (Dex Save 12, 2d10 piercing damage)
4	1 Bandit Captain (MM 344), 4 Thugs (MM 350)
5	Medium Compass Puzzle
6	2 Bandit Captains (MM 344), 2 Thugs (MM 350), 4 Bandits (MM 343), 4 Mastiffs (MM 332)
7	DC 15 Poison Darts, Pressure Plate (Dex Save 15, 4d10 piercing damage, Con Save 15, Posioned)
8	1 Orc War Chief (MM 246), 4 Thugs (MM 350), 4 Orcs (MM 246)
9	Hard Painted Room Puzzle
10	4 Bandit Captains (MM 344), 6 Thugs (MM 350)
11	DC 20 Falling Ceiling, Door Knob (Dex Save 20, 10d10 bludgeoning dmg)
12	2 Hobgolin Warlords (MM 187), 2 Bandit Captains (MM 344), 2 Mastiffs (MM 332)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Password Riddle Puzzle	Easy Password Riddle Puzzle	Easy Password Riddle Puzzle	Easy Password Riddle Puzzle
3	DC 5 Spike Pit, Trip Wire (Dex Save 10, 1d10 piercing damage)	DC 10 Spike Pit, Trip Wire (Dex Save 12, 2d10 piercing damage)	DC 15 Spike Pit, Trip Wire (Dex Save 15, 4d10 piercing damage)	DC 15 Spike Pit, Trip Wire (Dex Save 17, 10d10 piercing damage)
4	8 Bandits (MM 343)	2 Orogs (MM 247), 1 Giant Boar (MM 323)	1 Assassin (MM 343), 4 Thugs (MM 350)	3 Drow Elite Warriors (MM 128)
5	Medium Compass Puzzle	Medium Compass Puzzle	Medium Compass Puzzle	Medium Compass Puzzle
6	2 Thugs (MM 350)	1 Orc War Chief (MM 246) 2 Orogs (247)	1 Bandit Captain (MM 344), 2 Gladiators (MM 346)	2 Drow Mages (MM 129), 1 Drider (MM 120)
7	DC 10 Poison Darts, Pressure Plate (Dex Save 12, 2d10 piercing damage, Con Save 15, Posioned)	DC 15 Poison Darts, Pressure Plate (Dex Save 12, 4d10 piercing damage, Con Save 15, Posioned)	DC 15 Poison Darts, Pressure Plate (Dex Save 15, 10d10 piercing damage, Con Save 17, Posioned)	DC 20 Poison Darts, Pressure Plate (Dex Save 17, 18d10 piercing damage, Con Save 20, Posioned)
8	1 Veteran (MM 350), 2 Thugs (MM 350)	5 Orogs (MM 247)	1 Assassin(MM 343), 2 Thugs (MM 350), 4 Bandits (MM 343)	4 Drow Elite Warriors (MM 128)
9	Hard Painted Room Puzzle	Hard Painted Room Puzzle	Hard Painted Room Puzzle	Hard Painted Room Puzzle
10	2 Bandit Captains (MM 344), 4 Thugs (MM 350)	2 Orc War Chiefs (MM 246), 2 Orogs (MM 247)	1 Assassin (MM 343), 1 Bandit Captains (MM 344), 2 Veterans (MM 350)	2 Drow Mages (MM 129), 1 Drow Priestess (MM 129)
11	DC 15 Falling Ceiling, Door Knob (Dex Save 12, 4d10 bludgeoning dmg)	DC 20 Falling Ceiling, Door Knob (Dex Save 15, 10d10 bludgeoning dmg)	DC 20 Falling Ceiling, Door Knob (Dex Save 17, 18d10 bludgeoning dmg)	DC 25 Falling Ceiling, Door Knob (Dex Save 20, 24d10 bludgeoning dmg)
12	3 Veterans (MM 350)	2 Orc War Chiefs (MM 246), 1 Wereboar (MM 209), 4 Orcs (MM 246)	2 Assassins (MM 343), 4 Thugs (MM 350)	2 Drow Priestesses (MM 129), 1 Drider (MM 120), 2 Giant Spiders (MM 328)

Beast Dungeon Generator

Read this aloud:
The walls and corridors look as though they were manmade, but there is no sign of life here now. Furniture has been koncked over, rooms and plants left untended, and the smell is somewhere between mold and feces. The sounds of a menagerie of creatures fill the halls.

Some time ago this was a dwelling for civilised creatures, but it has been long overrun by wild beasts. The treasures they may or may not be found here hold little interest for the unintelligent animals that now live here, but these creatures will fight to protect their adopted home from would-be tomb raiders.

Even within this old habitat different species of beast live alongside each other in relative harmony and a self contained ecosystem, but that balance can become quickly upset with the introduction of an adventuring party.

Persistent Threat

Read this aloud:
The smell of feces is stronger in the empty rooms. The humidity is a rampant breeding ground for bacteria and fungus.

Beasts are smart enough not to eat where they poop, and where they poop, fungal growths are prone to spring up.

This dungeon is full of Myconids. They are unlikely to attack in a room full of beasts unless the party succeeds on a DC 15 perception check to spot them.

There are two Myconid Adults (MM 232) in each empty room.

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Two Knights Puzzle
3	DC 10 Spike Pit, Trip Wire (Dex Save 12, 2d10 piercing damage)
4	4 Giant Hyenas (MM 326)
5	Medium Painted Room Puzzle
6	3 Giant Boar (MM 323)
7	DC 15 Acid Spill Trap, Trip Wire (Dex Save 15, 4d10 acid dmg)
8	2 Giant Scorpions (MM 327), 2 Giant Spiders(MM 328)
9	Hard Password Riddle Puzzle
10	2 Triceratops (MM 80), 1 Allosaurus (MM 79)
11	DC 20 Falling Ceiling, Door Knob (Dex Save 20, 10d10 bludgeoning dmg)
12	2 T-Rex (MM 80)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle
3	DC 5 Spike Pit, Trip Wire (Dex Save 10, 1d10 piercing damage)	DC 10 Spike Pit, Trip Wire (Dex Save 12, 2d10 piercing damage)	DC 15 Spike Pit, Trip Wire (Dex Save 15, 4d10 piercing damage)	DC 15 Spike Pit, Trip Wire (Dex Save 17, 10d10 piercing damage)
4	4 Giant Badgers (MM 323)	3 Swarms of Snakes (MM 338)	5 Cave Bears (MM 334)	2 Anklosaurus (MM 79), 1 Mammoth (MM 332), 1 Plesiosaurus (MM 80)
5	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle
6	4 Giant Wasps (MM 329)	4 Saber-toothed Tigers (MM 336)	6 Giant Boar (MM 323)	3 Mammoths (MM 332)
7	DC 10 Acid Spill Trap, Trip Wire (Dex Save 12, 2d10 acid dmg)	DC 15 Acid Spill Trap, Trip Wire (Dex Save 12, 4d10 acid dmg)	DC 15 Acid Spill Trap, Trip Wire (Dex Save 15, 10d10 acid dmg)	DC 20 Acid Spill Trap, Trip Wire (Dex Save 17, 18d10 acid dmg)
8	2 Giant Spiders (MM 328) 4 Swarms of Insects (MM 338)	5 Constrictor Snakes (MM 324)	2 Giant Apes (MM 323)	4 Triceratops (MM 80)
9	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle
10	6 Giant Toads (MM 329)	4 Giant Scorpions (MM 327)	2 Giant Crocs (MM 324) 2 Constrictor Snakes (MM 328)	1 T-Rex (MM 80) 2 Triceratops (MM 80), 2 Allosaurus (MM 79)
11	DC 15 Falling Ceiling, Door Knob (Dex Save 12, 4d10 bludgeoning dmg)	DC 20 Falling Ceiling, Door Knob (Dex Save 15, 10d10 bludgeoning dmg)	DC 20 Falling Ceiling, Door Knob (Dex Save 17, 18d10 bludgeoning dmg)	DC 25 Falling Ceiling, Door Knob (Dex Save 20, 24d10 bludgeoning dmg)
12	1 Giant Scorpion (MM 327), 2 Giant Spiders (MM 328), 2 Giant Wasps (MM329, 2 Swarms of Insects (MM 338)	3 Giant Crocs (MM324)	2 Giant Apes (MM 323), 1 Elephant (MM 322)	3 T-Rex (MM 80)

Cult Dungeon Generator

Read this aloud:

What appeared from the outside to be a simple cave or mine, actually conceals the dried out ruins of an ancient ornate temple. It is unclear to whom this temple was orginally dedicated, for now crimson banners with occult symbols cover the old frescos and portraits. The skittering of rodents and murmur of chanting can clearly be heard in the echoing corridors. Torches and sconces dimly light all the rooms.

A band of Far Realm cultists have occupied this once holy place for their fell rituals. Many women and children in nearby towns and villages go missing in service to the fiends and aberrations these cultists worship.

A simple dungeon may only contain a few unaccompanied cultists and nercomancers, but a scaled one is likely to have all sorts of exotic creatures bound to the service of the cultists who summoned it.

The cultists themselves are unlikely to hear adventuring parties roaming them hideout as they are heavily involved with their rituals, but their summoned creatures however are less distracted.

Persistent Threat

Read this aloud:

In the corners and along the edges of walls, there are mounds of rotting flesh filling the air with a putrid smell. Presumably these are the remains of previous sacrificial offerings, teeming with maggots and covered in rot.

The cultists have not been careful about disposing of waste in this dungeon, and the rotting flesh has produced a sickening stench.

Unless the players succeed on DC 10 Constitution Saving Throw, they are poisoned for 10 minutes.. Any player who is poisoned in this way is immune to its effects after they have recovered.

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Two Knights Puzzle
3	DC 10 Acid Pit, Floor Panel (Dex Save 12, 2d10 acid damage)
4	2 Cult Fanatics (MM 345), 8 Cultists (MM 345)
5	Medium Painted Room Puzzle
6	4 Cult Fanatics (MM 345), 8 Cultists (MM 345)
7	DC 15 Poison Darts, Pressure Plate (Dex Save 15, 4d10 piercing damage, Con Save 15, Posioned)
8	4 Cult Fanatics (MM 345)
9	Hard Elemental Magic Puzzle
10	1 Archmage (MM 342)
11	DC 20 Disintigration Trap, Doorknob (Con Save 17, 10d10 necrotic damage)
12	1 Archmage (MM 342), 2 Cult Fanatics (MM 345)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle
3	DC 5 Acid Pit, Floor Panel (Dex Save 10, 1d10 acid dmg)	DC 10 Acid Pit, Floor Panel (Dex Save 12, 2d10 acid damage)	DC 15 Acid Pit, Floor Panel (Dex Save 15, 4d10 acid damage)	DC 15 Acid Pit, Floor Panel (Dex Save 15, 10d10 acid damage)
4	6 Cultists (MM 345)	1 Galeb Duhr (MM 139)	1 Death Slaad (MM 278)	1 Ice Devil (MM 75)
5	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle
6	1 Cult Fanatics (MM 345)	2 Flesh Golems (MM169)	2 Mages (MM 347)	3 Mages (MM 347)
7	DC 10 Poison Darts, Pressure Plate (Dex Save 12, 2d10 piercing damage, Con Save 15, Posioned)	DC 15 Poison Darts, Pressure Plate (Dex Save 12, 4d10 piercing damage, Con Save 15, Posioned)	DC 15 Poison Darts, Pressure Plate (Dex Save 15, 10d10 piercing damage, Con Save 17, Posioned)	DC 20 Poison Darts, Pressure Plate (Dex Save 17, 18d10 piercing damage, Con Save 20, Posioned)
8	1 Cult Fanatic (MM 345), 6 Cultists (MM 345)	1 Aboleth (MM 13)	3 Cult Fanatic (MM 345), 1 Chain Devil (MM 72)	1 Archmage (MM 342) 4 Cult Fanatics (MM 345)
9	Hard Elemental Magic Puzzle	Hard Elemental Magic Puzzle	Hard Elemental Magic Puzzle	Hard Elemental Magic Puzzle
10	1 Mage (MM 347)	Erinyes (MM 73)	1 Archmage (MM 342), 2 Cult Fanatics (MM 345)	1 Archmage (MM 342), 2 Mages (MM 347)
11	DC 15 Disintigration Trap, Doorknob (Con Save 15, 4d10 necrotic damage)	DC 20 Disintigration Trap, Doorknob (Con Save 17, 10d10 necrotic damage)	DC 20 Disintigration Trap, Doorknob (Con Save 20, 18d10 necrotic damage)	DC 25 Disintigration Trap, Doorknob (Con Save 20, 24d10 necrotic damage)
12	1 Mage (MM 347), 4 Cultists (MM 345)	1 Archmage (MM 342), 1 Cult Fanatic (MM 345)	Pit Fiend (MM 77)	1 Death Knight (MM 47) 4 Cult Fanatics (MM 345)

Dragon Dungeon Generator

Read this aloud:
The halls of this cavern have smooth glass-like walls as if they had been blasted and melted out. The smell of charred meat fills every room. Treasure and precious metals litter the ground. You hear heavy breathing but cannot identify the location.

This is the lair of a dragon. A dragon's ego will not allow many allies in the area, but dragon worshippers and draconic creatures flock to the source of power.

For greater flexibility, there are no specifics about the type of dragon listed here, so you can choose whichever color draconic creatures based on the enviornment your party finds themselves in.

Forest - Green/Gold
Arctic - White
Hill - Red/Copper
Desert - Brass
Swamp - Black
Coastal - Blue/Bronze
Mounatin - Silver

Half-dragon veterans ride wyrmlings as mounts if they are not taken by surprise (see "Mounted Combat" in the Basic Rules).

Persistent Threat

Read this aloud:
A mildewy smell permeates the air everywhere you go. Even your canteens reek of scum.

As most dragons feature a regional effect that corrupts waters sources nearby, all liquids within a mile of this dragon lair are instantly fouled.

Should a character drink from either their own water, potions, or beverages, or from a local water source, they must make a DC 15 Con Save or vomit and suffer 1d10 "dragon breath" specific damage (see below) and are poisoned for 10 minutes. Assume that if the characters take a short or long rest, that they take a drink at some point and must make a save.

Damage Types:

Green - Poison
Gold - Fire
Black - Acid
Red - Fire
Blue - Lightning
Silver - Cold
Copper - Acid
White - Cold
Brass - Fire
Bronze - Lightning

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Two Knights Puzzle (Dragon Variant - Dragon statues instead of humanoid knights)
3	DC 10 Pit Trap, Floor Panel (Dex Save 12, 2d10 bludgeon damage) Pit is 40 feet deep, DC 15 Climb to get out
4	2 Dragon Wyrmlings (MM 86-118)
5	Medium Elemental Magic Puzzle
6	1 Half-Dragon Veteran (MM 180), 1 Dragon Wyrmling (MM 86-118)
7	DC 15 Dragon Statue Trap, Pressure Plate (Dex Save 15, 4d10 "dragon breath" dmg)
8	2 Half-Dragon Veterans (MM 180)
9	Hard Password Riddle Puzzle
10	1 Young Dragon (MM 86-118), 2 Dragon Wyrmlings (MM 86-118)
11	DC 20 Disintigration Trap, Doorknob (Con Save 17, 10d10 necrotic damage)
12	1 Adult Dragon (MM 86-118)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Two Knights Puzzle (Dragon Variant - Dragon statues instead of humanoid knights)	Easy Two Knights Puzzle (Dragon Variant - Dragon statues instead of humanoid knights)	Easy Two Knights Puzzle (Dragon Variant - Dragon statues instead of humanoid knights)	Easy Two Knights Puzzle (Dragon Variant - Dragon statues instead of humanoid knights)
3	DC 5 Pit Trap, Floor Panel (Dex Save 10, 1d10 bludg. dmg) Pit is 40' deep, DC 12 Climb to get out	DC 10 Pit Trap, Floor Panel (Dex Save 12, 2d10 bludg. dmg) Pit is 40' deep, DC 15 Climb to get out	DC 15 Pit Trap, Floor Panel (Dex Save 15, 4d10 bludg. dmg) Pit is 50' deep, DC 15 Climb to get out	DC 15 Pit Trap, Floor Panel (Dex Save 15, 10d10 bludg. dmg) Pit is 60' deep, DC 17 Climb to get out
4	1 Dragon Wyrmling (MM 86-118)	2 Dragon Wyrmling (MM 86-118), 6 Kobolds (MM 195)	1 Half-Dragon Veteran (MM 180) riding 1 Young Dragon (MM 86-118)	1 Adult Dragon (MM 86-118)
5	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle
6	1 Dragon Wyrmling (MM 86-118), 4 Kobolds (MM 195)	1 Young Dragon (MM 86-118)	2 Young Dragons (MM 86-118)	2 Half Dragon Veterans (MM 180) 2 Young Dragons (MM 86-118)
7	DC 10 Dragon Statue Trap, Pressure Plate (Dex Save 12, 2d10 "dragon breath" dmg)	DC 15 Dragon Statue Trap, Pressure Plate (Dex Save 12, 4d10 "dragon breath" dmg)	DC 15 Dragon Statue Trap, Pressure Plate (Dex Save 15, 10d10 "dragon breath" dmg)	DC 20 Dragon Statue Trap, Pressure Plate (Dex Save 17, 18d10 "dragon breath" dmg)
8	2 Dragon Wyrmlings (MM 86-118)	1 Young Dragon (MM 86-118), 2 Dragon Wyrmlings (MM 86-118)	Young Shadow Dragon (MM 85)	1 Adult Dragon (MM 86-118), 2 Dragon Wyrmlings (MM 86-118)
9	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle
10	1 Young Dragon (MM 86-118)	2 Young Dragons (MM 86-118)	1 Adult Dragon (MM 86-118)	1 Adult Dragon (MM 86-118), 1 Young Dragon (MM 86-118)
11	DC 15 Disintigration Trap, Doorknob (Con Save 15, 4d10 necrotic damage)	DC 20 Disintigration Trap, Doorknob (Con Save 17, 10d10 necrotic damage)	DC 20 Disintigration Trap, Doorknob (Con Save 20, 18d10 necrotic damage)	DC 25 Disintigration Trap, Doorknob (Con Save 20, 24d10 necrotic damage)
12	1 Half-Dragon Veteran (MM 180) riding 1 Young Dragon (MM 86-118)	Young Shadow Dragon (MM 85)	1 Adult Dragon (MM 86-118), 4 Dragon Wyrmlings (MM 86-118)	1 Ancient Dragon (MM 86-118)

Elemental Dungeon Generator

Read this aloud:
(Opt A) This damp cave is humid and mildewy. The air is cold and the sound of running water drowns out other sounds.

(Opt B) The cavern is hot and dry. The smell of cooked meat permeates the air.

(Opt C) This cave is freezing cold and loud gusts of air drown out any other sound.

Depending on the type of elementals in this dungeon, the environment could be drastically different, hence the three options. Use the Optional description above associated with the table you roll on.

Whether the creatures in this cave were once summoned by a mage and then forgotten or forced their way onto this plane themselves, they are angry with their lot.

The creatures roaming this cave only want to be left alone, and feast on unsuspecting beasts that wander inside. Adventurers are lured to this location due to the promise of genies and the chance to capture one and forcing it to grant wishes. The genies here however will fight with everything they've got to prevent that from happening.

Persistent Threat

Read this aloud:
(Opt A) Steam sprays from the cracks in the wall intermittently.

(Opt B) Licks of flame burst from the cracks in the floor sporadically.

(Opt C) Gusts of cold air blast through the corridors of the cave every so often.

An unsuspecting party wandering this cave without caution may find themselves hurt by the environment.

Whichever character is first in the marching order must make a DC 15 Dex Save or suffer 2d10 damage of a particular type (Opt A - Acid, Opt B - Fire, Opt C - Cold).

Simple Dungeon Generator

Result	Room Contents (Opt A)
1	Empty (See "Persistent Threat")
2	Easy Two Knights Puzzle
3	DC 10 Spike Pit Trap, Floor Panel (Dex Save 12, 2d10 piercing dmg)
4	4 Steam Mephits (MM 217), 4 Ice Mephits (MM 215)
5	Medium Painted Room Puzzle
6	2 Water Weirds (MM 299)
7	DC 15 Rotting Door, Knob (Con Save 15, 4d10 necrotic dmg)
8	1 Water Elemental (MM 125), 1 Water Weird (MM 299)
9	Hard Elemental Magic Puzzle
10	4 Water Weirds (MM 299)
11	DC 20 Poison Gas Trap, Doorknob (Con Save 15, 10d10 poison dmg)
12	1 Marid (MM 146), 1 Water Elemental (MM 125)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5) (Opt B)	Journeyman (Level 6-10) (Opt A)	Heroic Tier (Level 11-15) (Opt C)	Epic Tier (Level 16-20) (Opt B)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle
3	DC 5 Spike Pit Trap, Floor Panel (Dex Save 10, 1d10 piercing dmg)	DC 10 Spike Pit Trap, Floor Panel (Dex Save 12, 2d10 piercing dmg)	DC 15 Spike Pit Trap, Floor Panel (Dex Save 15, 4d10 piercing dmg)	DC 15 Spike Pit Trap, Floor Panel (Dex Save 17, 10d10 piercing dmg)
4	2 Magma Mephits (MM 216)	2 Water Weirds (MM 299)	2 Air Elementals (MM 124)	2 Salamanders (MM 266), 2 Azers (MM 22)
5	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle
6	2 Fire Snakes (MM 265)	1 Water Elemental (MM 125), 3 Steam Mephits (MM 217), 3 Ice Mephits (MM 215)	1 Djinni (MM 144)	3 Salamanders (MM 266), 1 Azer (MM 22)
7	DC 10 Rotting Door, Knob (Con Save 15, 2d10 necrotic dmg)	DC 15 Rotting Door, Knob (Con Save 15, 4d10 necrotic dmg)	DC 15 Rotting Door, Knob (Con Save 17, 10d10 necrotic dmg)	DC 20 Rotting Door, Knob (Con Save 17, 18d10 necrotic dmg)
8	2 Azers (MM 22)	2 Water Elementals (MM 125)	3 Air Elementals (MM 124)	4 Fire Elementals (MM 125)
9	Hard Elemental Magic Puzzle	Hard Elemental Magic Puzzle	Hard Elemental Magic Puzzle	Hard Elemental Magic Puzzle
10	1 Fire Elemental (MM 125)	4 Water Weirds (MM 299)	2 Air Elementals (MM 124), 1 Invisible Stalker (MM 192)	2 Efreeti (MM 145)
11	DC 15 Poison Gas Trap, Doorknob (Con Save 12, 4d10 poison dmg)	DC 20 Poison Gas Trap, Doorknob (Con Save 15, 10d10 poison dmg)	DC 20 Poison Gas Trap, Doorknob (Con Save 17, 18d10 poison dmg)	DC 25 Poison Gas Trap, Doorknob (Con Save 20, 24d10 poison dmg)
12	2 Salamanders (MM 266)	1 Marid (MM 146)	1 Djinni (MM 144), 1 Invisible Stalker (MM 192)	1 Efreeti (MM 145), 3 Fire Elementals (MM 125)

Fiend Dungeon Generator

Read this aloud:
The cavernous interior of this underground dwelling is cold and damp. The smell of rotting meat hangs heavy in the air. A calm silence persists throughout the dark corridors. Visibility is limited to about 20-30 feet.

Likely the former home of cult that summoned a devil that was too powerful for them to control, this cavern has been overrun by fiends.

The devils in this cave lure mortals down here to feast on their bodies and souls alike.

Persistent Threat

Read this aloud:
Though there is no fire or light in this cave, you occasionally spot shadow flickers that appear to rush past you. Little voices whisper unintelligibly in your ear.

The fiendish presence here plunges mortals into madness.

The party must make a Charisma saving throw in empty rooms. On a result equal or greater to 15, nothing happens. On a result of 10 to 14, the character becomes frightened for 1 hour or until they take damage. On a result below 10, the character goes mad and must roll for a madness effect on the table below:

Roll 1d6

1 - You retreat into your mind and become paralyzed
2 - You are incapacitated and laugh or weep for the duration
3 - You start babbling, incapable of speech or spellcasting
4 - You must use your next action to attack the neareast creature, friend or foe
5 - You start hallucinating and have disadvantage on all ability checks
6 - You get the urge to eat dirt or mold

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Two Knights Puzzle
3	DC 10 Pit Trap, Floor Panel (Dex Save 12, 2d10 bludgeon damage) Pit is 40 feet deep, DC 15 Climb to get out
4	4 Imps (MM 76)
5	Medium Elemental Magic Puzzle
6	2 Hell Hounds (MM 182)
7	DC 15 Acid Spill Trap, Trip Wire (Dex Save 15, 4d10 acid dmg)
8	2 Shadow Demons (MM 64)
9	Hard Compass Puzzle
10	1 Vrock (MM 64)
11	DC 20 Disintigration Trap, Doorknob (Con Save 17, 10d10 necrotic damage)
12	1 Goristro (MM 59)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle	Easy Two Knights Puzzle
3	DC 5 Pit Trap, Floor Panel (Dex Save 10, 1d10 bludg. dmg) Pit is 40' deep, DC 12 Climb to get out	DC 10 Pit Trap, Floor Panel (Dex Save 12, 2d10 bludg. dmg) Pit is 40' deep, DC 15 Climb to get out	DC 15 Pit Trap, Floor Panel (Dex Save 15, 4d10 bludg. dmg) Pit is 50' deep, DC 15 Climb to get out	DC 15 Pit Trap, Floor Panel (Dex Save 15, 10d10 bludg. dmg) Pit is 60' deep, DC 17 Climb to get out
4	4 Dretches (MM 57)	2 Bearded Devils (MM 70)	1 Yochlol (MM 65)	2 Chain Devils (MM 72)
5	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle
6	1 Spined Devil (MM 78)	1 Night Hag (MM 178) 1 Hell Hound (MM 182)	2 Chasmes (MM 57)	1 Goristro (MM 59)
7	DC 10 Acid Spill Trap, Trip Wire (Dex Save 12, 2d10 acid dmg)	DC 15 Acid Spill Trap, Trip Wire (Dex Save 12, 4d10 acid dmg)	DC 15 Acid Spill Trap, Trip Wire (Dex Save 15, 10d10 acid dmg)	DC 20 Acid Spill Trap, Trip Wire (Dex Save 17, 18d10 acid dmg)
8	1 Shadow Demon (MM 64)	2 Cambions (MM 36)	1 Ice Devil (MM 75)	1 Balor (MM 55)
9	Hard Compass Puzzle	Hard Compass Puzzle	Hard Compass Puzzle	Hard Compass Puzzle
10	2 Hell Hounds (MM 182)	1 Rakshasa (MM 257)	1 Marilith (MM 61)	2 Erinyes (MM 73)
11	DC 15 Disintigration Trap, Doorknob (Con Save 15, 4d10 necrotic damage)	DC 20 Disintigration Trap, Doorknob (Con Save 17, 10d10 necrotic damage)	DC 20 Disintigration Trap, Doorknob (Con Save 20, 18d10 necrotic damage)	DC 25 Disintigration Trap, Doorknob (Con Save 20, 24d10 necrotic damage)
12	1 Chain Devil (MM 72)	1 Marilith (MM 61)	1 Goristro (MM 59)	2 Rakshasas (MM 257)

Undead Dungeon Generator

Read this aloud:
The cavernous interior of this underground dwelling is cold and arid. The smell of rotting flesh permeates the structure. The leathery smack of bat wings and the skittering and squeaks of rats can be heard echoing off the crypt walls. A thick fog obscures vision to about 20-30 feet.

Whether it was a tomb left to the ravages of time or an underground dwelling overtaken by the dead, this dungeon is filled with the formerly living.

Mindless zombies and mummies roam the dark and cold corridors looking for flesh to eat, often subsisting on rats and other cave mammals, lucky when they stumble upon unprepared adventurers.

Cunning vampires and liches lure graverobbers into the halls of the crypt with promises of fame and riches before ambushing them and feeding on their blood and souls respectively.

Persistent Threat

Read this aloud:
The air in the cave is thin and tastes bitter. You try to fill your lungs and fall short. You suspect nothing could live down here for very long…

The thin air and heavy fog combine to suffocate the living inhabitants of this tomb. Vampires and zombies are unaffected because they are already dead and don't require air to breathe.

Players must make a DC 10 constitution save to breathe normally in empty rooms. On a failure, the character suffers 1 point of exhuastion.

If you want to be extra mean, have the players make DC 10 constitution saves whenever they engage in physical activity, whether it is a skill check or a combat encounter as well.

If you are even meaner than that, you can compound the effects of the exhaustion the longer the players stay in the crypt. I wouldn't go so far as to kill the players, but this could add some incentive to progress more quickly through the dungeon (which leads to more drama).

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Compass Puzzle
3	DC 10 Spike Pit Trap, Floor Panel (Dex Save 12, 2d10 piercing dmg)
4	4 Zombies (MM 316), 4 Crawling Claws (MM 44), 2 Specters (MM 279)
5	Medium Painted Room Puzzle
6	3 Will-O-Wisps (MM 301)
7	DC 15 Acid Spill Trap, Trip Wire (Dex Save 15, 4d10 acid dmg)
8	8 Ghouls (MM 148)
9	Hard Two Knights Puzzle
10	1 Death Tyrant (MM 29)
11	DC 20 Poison Gas Trap, Doorknob (Con Save 15, 10d10 poison dmg)
12	1 Lich (MM 202)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Compass Puzzle	Easy Compass Puzzle	Easy Compass Puzzle	Easy Compass Puzzle
3	DC 5 Spike Pit Trap, Floor Panel (Dex Save 10, 1d10 piercing dmg)	DC 10 Spike Pit Trap, Floor Panel (Dex Save 12, 2d10 piercing dmg)	DC 15 Spike Pit Trap, Floor Panel (Dex Save 15, 4d10 piercing dmg)	DC 15 Spike Pit Trap, Floor Panel (Dex Save 17, 10d10 piercing dmg)
4	4 Crawling Claws (MM 44)	1 Vampire Spawn (MM 298)	2 Revenants (MM 259)	1 Mummy Lord (MM 229)
5	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle	Medium Painted Room Puzzle
6	2 Zombies (MM 316), 4 Crawling Claws (MM 44)	1 Vampire Spawn (MM 298) 2 Ghasts (MM 148)	3 Banshees (MM 23)	1 Death Knight (MM 47)
7	DC 10 Acid Spill Trap, Trip Wire (Dex Save 12, 2d10 acid dmg)	DC 15 Acid Spill Trap, Trip Wire (Dex Save 12, 4d10 acid dmg)	DC 15 Acid Spill Trap, Trip Wire (Dex Save 15, 10d10 acid dmg)	DC 20 Acid Spill Trap, Trip Wire (Dex Save 17, 18d10 acid dmg)
8	1 Banshee (MM 23)	1 Vampire Warrior (MM 298)	1 Death Tyrant (MM 29)	1 Lich (MM 202)
9	Hard Two Knights Puzzle	Hard Two Knights Puzzle	Hard Two Knights Puzzle	Hard Two Knights Puzzle
10	1 Revenant (MM 259), 2 Ghouls (MM 148)	3 Vampire Spawns (MM 298)	1 Adult Dracolich (MM 84)	1 Death Knight (MM 47), 2 Wights (MM 300)
11	DC 15 Poison Gas Trap, Doorknob (Con Save 12, 4d10 poison dmg)	DC 20 Poison Gas Trap, Doorknob (Con Save 15, 10d10 poison dmg)	DC 20 Poison Gas Trap, Doorknob (Con Save 17, 18d10 poison dmg)	DC 25 Poison Gas Trap, Doorknob (Con Save 20, 24d10 poison dmg)
12	1 Beholder Zombie (MM 316) 2 Ogre Zombies (MM 316)	1 Vampire Spellcaster (MM 297)	1 Demilich (MM 48)	1 Lich (MM 202), 2 Spectors (MM279), 2 Shadows (MM 269)

Wizard Dungeon Generator

Read this aloud:
This ornate place of arcane study is well dressed and lined with books.

Many arcane practices are considered taboo, but the master of this dungeon won't let the concerns of fools thwart his ambition.

Persistent Threat

No self-respecting evil mage would allow a persistent threat to exist in his dungeon. His traps however, are far more potent than an average dungeon.

In addition to a Saving Throw to resist damage, the Saving Throw listed in the table is to prevent the effects of the traps outlined below.

Annihilation Trap - There is an extra doorway in this room that leads into a magically dark corridor. Any character that attempts to pass through this corridor must make a Wisdom saving throw or suffer 18d10 force damage. If this spell reduces hit points to 0, the character is instantly turned to dust.

Plane Shift Trap - The handles on the door(s) in this room are marked with runes. The character who attempts to open this door must make a Charisma Saving Throw of the specified DC, or instantly be teleported to a random location in the Shadowfell (or alternate plane of the DM's choice). They must find their own way back to the Material Plane.

Hideous Laughter Trap - All characters that attempt to leave this room must make a Wisdom Saving Throw of the specified DC or be knocked prone with uncontrollable laughter for 1 minute. If the target of this trap takes damage they may make an additional Wisdom saving throw with advantage to stop the spell's effects.

Feeblemind Trap - The first character to leave this room must make an Intelligence Saving Throw of the specified DC or have their Intelligence and Charisma reduced to 1 point. This effect lasts until cured by Greater Restoration or Wish. Each 30 days, the target can attempt this saving throw to end the spell's effects again until it succeeds.

Polymorph Trap - The first character to enter this room must immediately make a Wisdom saving throw against the specified DC or be polymorphed into a beaver for 1 hour (shapechangers automatically succeed).

These traps cannot be disabled by conventional means, but a successful Dispel Magic against the trap DC can dispel its effects.

Simple Dungeon Generator

Result	Room Contents
1	Empty (See "Persistent Threat")
2	Easy Painted Room Puzzle
3	DC 10 Hideous Laughter Trap (Wis Save 12, 2d10 psychic damage)
4	1 Mage (MM 347)
5	Medium Elemental Magic Puzzle
6	2 Displacer Beasts (MM 81)
7	DC 15 Plane Shift Trap (Cha Save 15, 4d10 force damage)
8	1 Clay Golem (MM 168)
9	Hard Password Riddle Puzzle
10	1 Djinni (MM 144)
11	DC 20 Feeblemind Trap (Int Save 17, 10d10 psychic damage)
12	1 Archmage (MM 342), 2 Druids (MM 346)

Scaled Dungeon Generator

Result	Greenhorn (Level 1-5)	Journeyman (Level 6-10)	Heroic Tier (Level 11-15)	Epic Tier (Level 16-20)
1	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")	Empty (See "Persistent Threats")
2	Easy Painted Room Puzzle	Easy Painted Room Puzzle	Easy Painted Room Puzzle	Easy Painted Room Puzzle
3	DC 5 Hideous Laughter Trap (Int Save 10, 1d10 psychic damage)	DC 10 Polymorph Trap (Wis Save 12, 2d10 psychic damage)	DC 15 Polymorph Trap (Wis Save 15, 4d10 psychic damage)	DC 15 Plane Shift Trap (Cha Save 15, 10d10 force damage)
4	1 Fire Snake (MM 265)	Invisible Stalker (MM 192)	1 Mage (MM 347), 4 Dretches (MM 57)	1 Mage (MM 347), 1 Cloaker (MM 41)
5	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle	Medium Elemental Magic Puzzle
6	1 Displacer Beast (MM 81)	1 Cloaker (MM 41)	2 Invisble Stalkers (MM 192)	1 Archmage (MM 342), 2 Displacer Beasts (MM 81)
7	DC 10 Polymorph Trap (Wis Save 12, 2d10 psychic damage)	DC 15 Plane Shift Trap (Cha Save 15, 4d10 force damage)	DC 15 Feeblemind Trap (Int Save 15, 10d10 psychic damage)	DC 20 Feeblemind Trap (Int Save 17, 18d10 psychic damage)
8	1 Spectator (MM 30)	1 Stone Golem (MM 170)	1 Marilith (MM 61)	2 Stone Golems (MM 170)
9	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle	Hard Password Riddle Puzzle
10	1 Mage (MM 347)	2 Mages (MM 347)	1 Iron Golem (MM 170)	2 Mages (MM 347), 2 Earth Elementals (MM 124)
11	DC 15 Plane Shift Trap (Cha Save 14, 4d10, force damage)	DC 20 Feeblemind Trap (Int Save 17, 10d10 psychic damage)	DC 20 Plane Shift Trap (Cha Save 17, 18d10, force damage)	DC 25 Annihilation Trap (Wis Save 17)
12	1 Mage (MM 347), 2 Faire Dragons (MM 133)	1 Archmage (MM 342), 2 Quasits (MM 63)	1 Archmage (MM 342), 2 Spectators (MM 30)	1 Archmage (MM 342), 2 Fire Elementals (MM 125)

Puzzle Index

Here you will find the descriptions and solutions for the puzzles referenced throughout the dungeon generator tables from the previous section. You are free of course to swap out one puzzle for another of equal difficulty if you wish. The suggested puzzle is only thematically relevant to the dungeon it is referenced in.

Easy Puzzles

Compass Puzzle: There are no visible doors in the room besides the one through which the party enters. A four-pointed compass star is carved in the ground. On each point, there is a round hole in the floor. Four rods with "north, east, south, and west" etched in them stand in a cistern by the entrance. When the correct rods are inserted into their corresponding hole, the door(s) will appear.

Password Riddle Door: The door(s) in this room are magically locked. Etched in the door is the following phrase: "What can you hold in your right hand, but not your left hand?" The door only opens if the players use their left hand to grab the knob. (Important! If they try to open the door and don't specify a hand, don't ask them as that will give away the riddle! Simply state that the door jiggles a little but doesn't open, you can even act out opening the door right-handed in order to suggest that's how they did it.)

The Painted Room: This was once a dining area but is now in disrepair. Furniture lies tossed about the room and the communal table has been pushed to one side. The door(s) in this room is sealed shut with no doorknobs. Across the room from the door(s) in this room, a painting depicting the room as it once was, table and chairs set up for a meal. If the players look closely at the painting, the door(s) in the painting has its knob. If the players turn the knob in the painting, the door opens.

Two Knights: The door(s) in this room is locked. There are two statues of famous knights in the corners of the room with their names, Degarr and Rodann respectively, are etched on the dais below either statue. There are two debossed panels of floor in the center of the room, identical to the size of the dais. The statues can be pushed and rotated. A plaque on the wall reads "Only when Degarr stands behind Rodann, may you proceed forward and…" The remaining text is worn away. The solution is that the statues must be placed in the line facing away from each other, then they are both behind each other. Once the players have positioned the statues thusly, the door(s) unlocks with a loud clank.

Elemental Magic Puzzle: The door(s) in the room is sealed shut with no visible method to open. Three rods extend from the floor of this room with gemstones atop each one. One is red, one is blue, and one is yellow (A DC10 Arcana check reveals these colors are symbolic for Evocation, . The players must cast spells at each one of the gemstones: an evocation spell at the red stone, an abjuration spell at the blue stone, and an enchantment spell at the yellow. (If your party is light on magic-users, consider leaving a Fire Bolt, Charm Person, and Dispel Magic scroll lying around) and the door(s) opens.

Medium Puzzles

Compass Puzzle: There are no visible doors in the room besides the one through which the party enters. A four-pointed compass star with a circle around it is carved in the ground. On each point, there is a round hole in the floor. Four rods with "north, east, south, and west" etched in them stand in a cistern by the entrance. The solution is to not only place the rods into their corresponding points, but then to use then as handles in order to rotate the compass on the floor to correspond to true north. This can be done with a successful DC 15 Survival check. Once the compass has been rotated, the door(s) appears.

Password Riddle Door: The door(s) in this room are magically locked. Etched in the door is the following phrase: "I am always in front of you, but you will never see me. What am I?" The door(s) opens once someone speaks the answer: "The future."

The Painted Room: This was once a dining area but is now in disrepair. Furniture lies tossed about the room and the communal table has been pushed to one side. The door(s) in this room is sealed shut with no doorknobs. Across the room from the door(s) in this room, a painting depicting the room as it once was, table and chairs set up for a meal. If the players look closely at the painting, the door(s) in the painting has its knob. If the players turn the knob in the painting without readjusting the furniture, a fire bolt trap triggers from the painting and the player who attempted must make a DC 12 Dex Save or be dealt 2d10 fire damage. The table must be set and chairs put up as if the there were about to be a meal prepared as in the painting. Once the furniture is put back, the doorknob(s) in the painting can be turned, opening the door(s) in the room.

Two Knights: The door(s) in this room is locked. There are two statues of famous knights in the corners of the room, but the names of the knights have worn off thier dais. There are two debossed panels of floor in the center of the room, identical to the size of the dais. The statues can be pushed and rotated. A plaque on the wall reads "Only when Degarr stands behind Rodann, may you proceed forward." The solution is that the statues must be

placed in the line facing away from each other, then they are both behind each other. Once the players have positioned the statues thusly, the door(s) unlocks with a loud clank.

Elemental Magic Puzzle: The door(s) in the room is sealed shut with no visible method to open. Three rods extend from the floor of this room with gemstones atop each one. One is red, one is blue, and one is yellow. The players must cast spells at each one of the gemstones: an evocation spell at the red stone, an abjuration spell at the blue stone, and an enchantment spell at the yellow, all at the same time. Each time a spell is cast at a stone that is either the incorrect spell school or cast individually instead of all at once, a Lighting Bolt erupts from one of the gemstones at whoever cast the spell (Dex Save DC 15 or suffer 4d10 Lightning Damage). Make sure to indicate that there is a magical glow and mechanical clanking on an unsuccessful attempt to cast a spell at the gemstones in order to hint that the party is on the right track.(If your party is light on magic-users, consider leaving a Fire Bolt, Charm Person, and Dispel Magic scroll lying around) and the door(s) opens.

Hard Puzzles

Compass Puzzle: There are no visible doors in the room besides the one through which the party enters. A four-pointed compass star with a circle around it is carved in the ground. On each point, there is a round hole in the floor. Four rods with "north, east, south, and west" etched in them stand in a cistern by the entrance. The solution is to not only place the rods into their corresponding points, but then to use then as handles in order to rotate the compass on the floor. The door(s) will only open when "true north" faces the door you wish to open.

Password Riddle Door: The door(s) in this room are magically locked. Etched in the door is the following phrase: "All try to beat me, they try in vain. And when I win, I end the pain." The answer to this riddle is "Death." In order to open this door the party must make a sacrifice. It doesn't matter what is killed, but the door(s) demands a death. If the party is having difficulty with this one, consider leaving an old adventurer's journal hidden somewhere in the dungeon detailing how the door didn't open until the party turned on each other and one of them was killed.

The Painted Room: This was once a dining area but is now in disrepair. Furniture lies tossed about the room and the communal table has been pushed to one side. The door(s) in this room is sealed shut with no doorknobs. Across the room from the door(s) in this room, a painting depicting the room as it once was, table and chairs set up for a meal, with a feast layed out on the table. If the players look closely at the painting, the door(s) in the painting has its knob. If the players turn the knob in the painting without readjusting the furniture, a fire bolt trap triggers from the painting and the player who attempted must make a DC 12 Dex Save or be dealt 2d10 fire damage. The table must be set and chairs put up as if the there were about to be a meal prepared as in the painting. There must also be a food offering placed on the table as in the painting. If no one has "set the table," the fire bolt trap fires. Once the furniture is put back and an offering of food place on the table, the doorknob(s) in the painting can be turned, opening the door(s) in the room.

Two Knights: The door(s) in this room is locked. There are two statues of famous knights in the corners of the room, but the names of the knights have worn off thier dais. There are two debossed panels of floor on either side of the room, identical to the size of the dais. Above these floor panels are what appear to be mirrors, however, they only reflect what the other mirror is facing. The statues can be pushed and rotated. A plaque on the wall reads "Only when Degarr stands behind Rodann, may you proceed forward." Once the players start moving the statues, make it clear that the reflection of the statue isn't appearing in the mirror. The solution is that the statues must be placed in front of the mirrors facing away from each them, thus show their backs to each other. Once the players have positioned the statues thusly, the door(s) unlocks with a loud clank.

Elemental Magic Puzzle: The door(s) in the room is sealed shut with no visible method to open. Three rods extend from the floor of this room with gemstones atop each one. One is red, one is blue, and one is yellow. The players must cast spells at each one of the gemstones: an evocation spell at the red stone, an abjuration spell at the blue stone, and an enchantment spell at the yellow, in alphabetical order. Each time a spell is cast at a stone that is either the incorrect spell school or cast out of order, a Lighting Bolt erupts from one of the gemstones at whoever cast the spell (Dex Save DC 15 or suffer 4d10 Lightning Damage). Make sure to indicate that there is a magical glow and mechanical clanking on an unsuccessful attempt to cast a spell at the gemstones in order to hint that the party is on the right track. (If your party is light on magic-users, consider leaving a Fire Bolt, Charm Person, and Dispel Magic scroll lying around) and the door(s) opens.

AFTERWARD

I hope this guide has helped you out! It's just a starting point and I hope you use my formula to create your own random dungeons.

Please comment for suggestions for what I can do to improve this generator. Eventually I would like to create my own menagerie of monsters to fill this book so I can include stat blocks and specifics!