

EXPLORE



5 RANDOM DUNGEONS

5 Utterly Random Procedurally Generated Dungeons

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About these dungeons

These dungeons were generated using lists of creatures, items, and traps from the standard D&D fifth edition rulebooks. Indeed, they assume that you have ready 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.

Please note:

Zero attention has been paid to the balance of risk or reward in these dungeons.

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.

1. The Gardens of Green Fire

Room #1 (25ft x 25ft)

There are doors leading to the north, east, and west. One of the doors is the entrance to the dungeon.

Ultraloth (MM 314)

Traps:

Simple Pit (DMG 122)

Treasure:

Greataxe (PHB 149)

Room #2 (15ft x 25ft)

There is a door leading to the east.

3 x Flameskull (MM 134)

Treasure:

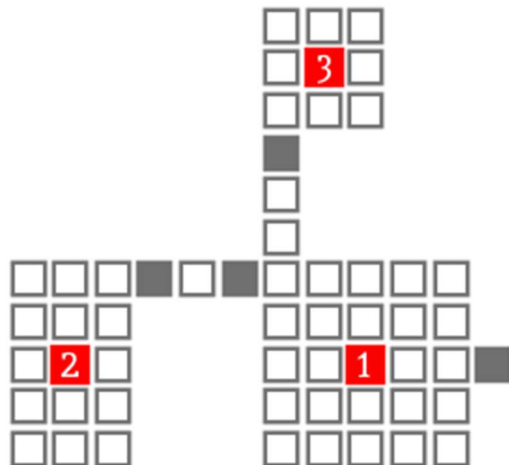
Plate armor of etherealness (DMG 185)

Room #3 (15ft x 15ft)

There is a door leading to the south.

Treasure:

Rod of resurrection (DMG 197)
900gp



2. The Forge of Flying Swords

Room #1 (15ft x 25ft)

There are three doors leading to the north and one door leading to the south. One of the doors is the entrance to the dungeon.

4 x Flying Sword (MM 20)

5 x Githyanki Warrior (MM 160)

Room #2 (15ft x 15ft)

There are three doors leading to the north and one door leading to the south. One of the doors is the entrance to the dungeon.

Brass Dragon, Adult (MM 105)

Traps:

Sphere of Annihilation (DMG 123)

Treasure:

Figurine of wondrous power (onyx dog) (DMG 169)
200gp

Room #3 (15ft x 15ft)

There is a door leading to the north.

Traps:

Collapsing Roof (DMG 122)

Treasure:

Belt of giant strength (storm giant) (DMG 155)

Room #4 (15ft x 15ft)

There are two doors leading to the south and two doors leading to the west.

Succubus/Incubus (MM 285)

Traps:

Poison Darts (DMG 123)

Treasure:

Pearl of power (DMG 184)

Room #5 (15ft x 25ft)

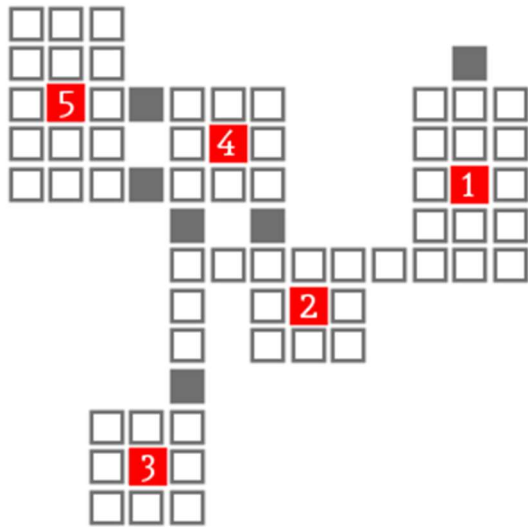
There are two doors leading to the east.

Planetar (MM 17)

Flying Sword (MM 20)

Treasure:

Circlet of blasting (DMG 158)
500gp



3. The Coven of the Red Toad

Room #1 (15ft x 25ft)

There are doors leading to east and west. One of the doors is the entrance to the dungeon.

6 x Green Hag (MM 177)

Fire Snake (MM 265)

Swarm of Quippers (MM 338)

Treasure:

Hammer of thunderbolts (DMG 173)

Room #2 (25ft x 25ft)

There are doors leading to the east and south.

Red Slaad (MM 276)

9 x Frog (MM 322)

Treasure:

Moonblade (DMG 217)

300gp

Room #3 (15ft x 25ft)

There are two doors leading to the north and one door leading to the east.

Traps:

Poison Darts (DMG 123)

Room #4 (25ft x 15ft)

This room is empty. There is a door leading to the west.

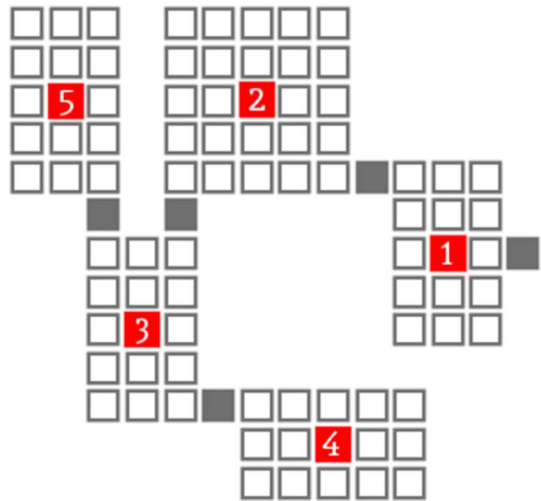
Room #5 (15ft x 25ft)

There is a door leading to the south.

Awakened Shrub (MM 317)

Traps:

Falling Net (DMG 122)



4. The Cave of Giant Ugly Statues

Room #1 (15ft x 15ft)

There are doors leading to the north and south. One of the doors is the entrance to the dungeon.

Traps:

Fire-Breathing Statue (DMG 122)

Room #2 (25ft x 25ft)

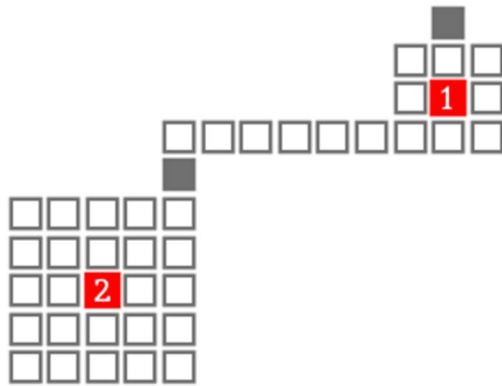
There is a door leading to the north.

Fomorian (MM 136)

Treasure:

Dust of sneezing and choking (DMG 166)

1000gp



5. Havoc in the Gold Dragon's Lair

Room #1 (25ft x 75ft)

There is one door leading to the north and two doors leading to the east. One of the doors is the entrance to the dungeon.

7 x Piercer (MM 252)

Room #2 (45ft x 35ft)

There are doors leading to the north, south, east, and west.

Glabrezu (MM 58)

Gold Dragon, Young (MM 115)

Behir (MM 25)

Room #3 (35ft x 35ft)

There is a door leading to the south.

Veteran (MM 350)

Yochlol (MM 65)

Goblin (MM 166)

Room #4 (45ft x 35ft)

There are two doors leading to the south and one door leading to the west.

Traps:

5 x Spiked Pit (DMG 123)

Room #5 (25ft x 45ft)

There are doors leading to the north and west.

8 x Bandit (MM 343)

Traps:

6 x Poison Darts (DMG 123)

Treasure:

Sling (PHB 149)

200gp

Room #6 (15ft x 25ft)

There are two doors leading to the east.

5 x Magma Mephit (MM 216)

Traps:

7 x Simple Pit (DMG 122)

Treasure:

Staff of the Adder (DMG 203)

600gp

Room #7 (65ft x 25ft)

There are doors leading to the north and west.

5 x Grick Alpha (MM 173)

3 x Storm Giant (MM 156)

Kenku (MM 194)

Yuan-Ti Malison (MM 309)

Traps:

Fire-Breathing Statue (DMG 122)

Treasure:

3 x Feed (1 day) (PHB 157)

700gp

