

# SPONTANEOUS DUNGEON GENERATOR

This 5-page dungeon maker is a quick way to assemble a complete dungeon that fits right into your adventure.

Dungeon rooms can be linear or connect in any number of patterns. Continue these next steps for each room in your dungeon **except the lair room.**

## Number of Rooms...1d6

### Room Size...1d4

1. Small (20x30 ft.)
2. Medium (30x40 ft.)
3. Large (40x50 ft.)
4. Extra Large (50x60 ft.)

### Room Entrance...1d10

1. Secret trap door underneath a rug
2. Chute sized for a medium creature
3. Locked wooden door
4. Long hallway
5. Metal portcullis
6. Dilapidated ladder
7. Stone archway with runes
8. Ledge 10 feet above
9. Turn a corner
10. False wall via mechanism

### Room Details...1d12

1. Skeletons chained to the wall
2. Reeking, putrid stench arising from floor
3. Slight mist settles around the knees
4. Water drips from a few spots on the ceiling
5. Torn oil paintings of heroes on the walls
6. Blood painted across the wall in the shape of a skull
7. Stained-glass panes line the room
8. Everything is dusty
9. Scorch marks across the walls
10. There is a shrine in the corner
11. All fire begins to faintly glow blue
12. Rotting food in wooden crates

### Room or Corridor Flooring...1d6

1. Moss, difficult terrain
2. Wet stone, difficult terrain
3. Black and white checkered tiles
4. Wooden floor with mildew scent
5. Flagstone with moss growing in grout
6. Uneven stone tiles, reduces speed by 5 ft.

### Corridor length...1d6

1. 30 ft.
2. 60 ft.
3. 90 ft.
4. 120 ft.
5. 150 ft.
6. 180 ft.

### Corridor Surprises...1d8

1. Brittle stones begin to crack underfoot. Make a Dex ST DC 10 or one leg breaks through and you fall prone for 1d6 bludgeoning damage.
2. Disturbed bats fly at the party. Make a Wis ST DC 10 or lose your movement until the end of your next turn.
3. The party must cross a chasm on a narrow ledge. Make a Str ST DC 13 or fall down a story into another corridor.
4. Broken glass covers the floor. The crunching is loud and those without adequate shoes suffer 1d4 damage per 10 feet walked.
5. A squawking crow begins speaking common.
6. Alternating pillars line the corridor, cutting off line of sight.
7. Corridor is thickly dark. Torches only illuminate 15 feet ahead.
8. Acid drips from the ceiling. Whoever walks through certain tiles receive 1d6 acid damage.

### **Interactive Element(s)..1-3d12**

1. Vat of waste
2. Metal chains hanging from ceiling
3. Still-burning coals in brazier
4. Badger in a cage
5. Net of fish hanging above
6. 15-foot primitive water tower
7. Candle-holding chandelier above
8. Dining tables throughout the room
9. Large velvet drapes
10. Bioluminescent plants
11. Stone altar in center of room
12. Person trapped in a cage

### **Room Hazard (optional)..1d10**

1. Smoke fills the room and reduces visibility to 5 ft.
2. An illusion of the floor covers a quicksand pit, 10x10 ft. Wis ST DC 15 (Survival) upon falling in to know how to escape. Str ST DC 15 (Athletics) each round to escape or remain in place if failed Survival. Each round, target sinks 1 ft.
3. A cloud of poisonous gas begins to fill the room from one entrance. Each round, it fills 10 ft. in.
4. There is a dark hole 4 feet diameter along one wall. Growls come from within and noises draw it out. In combat, each round there is noise in the room, the growls increase. After 3 rounds, a Dire Wolf (CR 1) emerges to fight anyone close.
5. When a tile is pressed down, it will release sleeping powder into the room. Each target must make a DC 16 Con ST or be put to sleep for 1d4 rounds or until they are attacked.
6. A waterfall from a tall ceiling rushes to a cavern beneath the floor, where water exits through a metal grate. A target who gets caught in the waterfall must make a DC 16 Str ST or be caught in the flow of water. After 2 failed ST, they are swept to the cavern.
7. 6 steam pipes leak in a pattern of the DM's choosing each round. Creatures who get hit with steam have the blinded condition until the end of their next turn.
8. The floor is on a pivot originating from the center. Too much weight on one side will result in everybody sliding to one wall on a failed Dex ST DC 14.
9. The room is extremely cold and the flooring icy. Players who move and fail a Dex ST 14 move in the direction of their first step until they hit something that stops them.
10. One side of the room has normal gravity but the other side has reverse gravity.

### **Traps (optional)..1d6**

1. Net release when foot trips wire. Dex ST DC 13 or be restrained.
2. A small 10-ft deep pit right inside the entrance. Dex ST DC 10 to avoid.
3. Flash bang when room is entered. Targets blinded for 1d4 rounds.
4. Spiked pit hidden beneath a false flooring. Dex ST DC 13 to avoid. 2d6 damage.
5. Darts are spring-loaded in the far wall. A pressure plate releases them for 2d4 piercing damage.
6. A tripwire releases poison darts. Dex ST DC 14 to avoid, take 1d4 damage per round until healed, half on a Con ST DC 11.

### **Monsters/Beasts (Rooms or Corridors)..1d20**

1. Giant Spider (CR 1) with web home
2. 4 Goblins (CR 1)
3. Darkmantle (CR 1/2) - motionless until a creature is within reach
4. 4 Diseased Giant Rats (CR 1/2) with Pack Tactics
5. Ghoul (CR 1)
6. Giant Fire Beetles (CR 0)
7. Giant Poisonous Snake (CR 1/4) that may restrain a target on a failed Str ST DC 13
8. Gray Ooze (CR 1/2) with False Appearance.
9. 2 Grimlock (CR 1/2) with Stone Camouflage
10. 8 Kobolds (CR 1) with Pack Tactics
11. Orc (CR 1/2)
12. Rust Monster (CR 1/2)
13. Shadow (CR 1/2)
14. Specter (CR 1) with Life Drain
15. Swarm of Centipedes (CR 1/2)
16. Grumpy Giant Badger (CR 1/4)
17. Blink Dog (CR 1/4) that teleport
18. Harpy (CR 1)
19. Animated Armor (CR 1)
20. Flying Sword (CR 1/4) with False Appearance

**Room Items (magical or mundane)... 2-6d100**

1. Abacus
2. Alchemist's Fire
3. Alchemist's Supplies
4. Silver amulet
5. Steel arrows
6. Ball bearings
7. Barrels
8. Reed-woven baskets
9. Bell
10. Blanket
11. Books
12. Buckets
13. Candles
14. Carpenter's Tools
15. Coiled chain
16. Chalk
17. Climber's Kit
18. Club
19. Component pouch
20. Crowbar
21. Crystals
22. Crystal ball
23. Dagger
24. Shackles
25. Drum
26. Fine clothing
27. Empty flask
28. Glass bottles
29. Grappling hook
30. Stone hammer
31. Crossbow
32. Healer's Kit
33. Hempen rope
34. Herbalism Kit
35. Horn
36. Hourglass
37. Hunting traps
38. Ink
39. Iron pot
40. Iron spikes
41. Jug
42. Lamp
43. Medium leather armor
44. Small leather armor
45. Leatherworker's Tools
46. Lock and key
47. Manacles
48. Magnifying glass
49. Map case
50. Maul
51. Mess kit
52. Miner's pick
53. Mirror
54. Simple silver chain necklace
55. Woven net
56. Oil
57. Orb
58. Parchment
59. Painting supplies
60. Pan flute
61. Perfume
62. Pitons
63. Poisoner's Kit
64. Potions (nondescript)
65. Dice pouch
66. Priest's pack
67. Quiver (empty)
68. Silver ring
69. Robes
70. Sack
71. Scimitar
72. Sealing wax
73. Wooden shield
74. Shovel
75. Sickle
76. Signet ring
77. Sling
78. Sling bullets
79. Smith's Tools
80. Soap
81. Adhesive
82. Spell scroll
83. Spellbook
84. Mistletoe
85. Spyglass
86. Staff (weapon)
87. Stones
88. Talisman
89. Tent
90. Tinderbox
91. Torches
92. Vials
93. Wand
94. Waterskin
95. Whetstone
96. Whip
97. Medium studded leather armor
98. Small studded leather armor
99. Spear
100. Quarterstaff

# LAIR ROOM GENERATOR

Save this room for all of your plot-specific surprises. Lair monsters and room themes may not match, but a Dungeon Master could reason this to be that a monster has commandeered another creature's lair. Note that these lairs will be above the lair boss' normal CR due to lair effects and actions. Each room is Extra Large (~50x60 ft.) though not necessarily rectangular.

## Lair Room Description...1d6

1. Colosseum with cascading stairs
2. Derelict baroque den
3. Torture chamber
4. Dark and damp cavern
5. Treasure room
6. Laboratory not in operation

## Lair Boss (keep its identity secret!)...1d20

1. Air Elemental (CR 5+)
2. Banshee (CR 4+)
3. Chain Devil (CR 8+)
4. Chimera (CR 6+)
5. Chuul (CR 4+)
6. Cloaker (CR 8+)
7. Cyclops (CR 6+)
8. Drider (CR 6+)
9. Ettin (CR 4+)
10. Gorgon (CR 5+)
11. Hydra (CR 8+)
12. Incubus (CR 4+)
13. Medusa (CR 6+)
14. Night Hag (CR 5+)
15. Oni (CR 7+)
16. Shield Guardian (CR 7+)
17. Stone Giant (CR 7+)
18. Vampire Spawn (CR 5+)
19. Vrock (CR 6+)
20. Wyvern (CR 6+)

## Lair Effects...1-2d10

1. Open flames are immediately extinguished
2. When lair creatures heal themselves or their allies, they gain the maximum number of hit points.
3. Food and drink brought into the lair are spoiled and water evaporates.
4. Divination spells cast in the lair have a 25 percent chance to fail or provide misleading results as determined by the Dungeon Master.
5. A creature who takes treasure from the lair has the effects of Bestow Curse applied on them until they return the treasure or the lair boss is defeated.

6. Each round, the first spell cast by the party summons a monster at the end of that turn with a CR equal to the spell level.
7. Healing spells have no effect.
8. At the start of each round, player maximum hit points are reduced by 1d4.
9. At the start of every round within the lair, each player loses a spell slot of level 1d4 or lower.
10. Spells cast by evil-aligned creatures that target one creature may target all creatures within 30 ft.

## Lair Actions... 1d6 (one action per round on initiative count 20)

1. A swarm of insects is summoned. The swarm expands by 10-feet each round. Players must make a Con ST DC 15 or take 10 (3d6) damage while within the swarm. A lair may only have one swarm of insects at a time.
2. Magical darkness spreads from a point the lair boss can see. Each round it spreads by 15 feet.
3. A tremor shakes the lair in a 30-ft. radius around the lair boss. Each creature other than the lair boss must make a Dex ST DC 15 or fall prone.
4. Fog spreads from the lair boss as if it had cast the spell Fog Cloud. The fog lasts until initiative count 20 on the next round.
5. A blisteringly cold wind blows through the lair near the lair boss. Each creature within 30 feet of the lair boss must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished.
6. The flow of time is altered such that every creature in the lair must reroll initiative. The lair boss can choose not to reroll.

### Legendary Actions...1d8

1. The lair boss targets one creature it can see. The target must make a Wis ST DC 16 or take 10 (3d6) psychic damage. The lair boss regains hit points equal to the damage taken.
2. The lair boss rolls a d8 and gains one immediate use of the following spells: (1) Acid Splash, (2) Chill Touch, (3) Eldritch Blast, (4) Fire Bolt, (5) Infestation, (6) Lightning Lure, (7) Mage Hand, (8) Mold Earth.
3. The lair boss targets one creature it can see within 30 feet of it. The next time the lair boss takes damage, the creature must make a Con ST DC 18 or take half the damage in place of the lair boss.
4. The lair boss creates a magical shield around itself and gains a +2 bonus to AC until the end of its next turn.
5. The lair boss magically regains 11 (2d8 + 2) hit points.
6. The lair boss targets one creature it can see within 30 feet. The target must make a Wis ST DC 15 or be frightened for 1 minute.
7. Each creature within 20 feet of the lair boss must make a Con ST DC 15 or take 7 (2d6) necrotic damage on a failed save or half as much damage on a successful one.
8. The lair boss magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

### Number of Minions...1d8

Use the monster table above (1d20) for monster type. Adding in minions is optional as they will increase the overall CR.

### Loot...xd20 (roll for as much loot as you desire to bestow to your brave and noble adventurers!)

1. Potions of Greater Healing (4d4+4)
2. Cantrip Spell Scroll
3. Elixir of Health
4. Oil of Etherealness
5. Oil of Sharpness
6. Oil of Slipperiness
7. Potion of Animal Friendship
8. Potion of Clairvoyance
9. Potion of Climbing
10. Potion of Fire Breath
11. Potion of Gaseous Form
12. Potion of Hill Giant Strength
13. Potion of Growth
14. Potion of Invisibility
15. Potion of Mind Reading
16. Potion of Resistance
17. Potion of Vitality
18. Potion of Water Breathing
19. 1st Level Spell Scroll
20. 2nd Level Spell Scroll
21. 3rd Level Spell Scroll
22. 4th Level Spell Scroll
23. Bag of Holding
24. Elemental Gem
25. Alchemy Jug
26. Lantern of Revealing
27. Rope of Climbing
28. Goggles of Night
29. Cloak of the Manta Ray
30. Dust of Drying
31. Gem of Brightness
32. Efficient Quiver
33. Helm of Telepathy
34. Pearl of Power
35. Robe of Useful Items
36. Winged Boots
37. Wand of Magic Detection
38. Wand of Cantrip
39. Wand of 1st level spell (1d4 charges)
40. Wand of 2nd level spell (1d4 charges)
41. Wand of 3rd level spell (1d4 charges)
42. Wand of 4th level spell (1d4 charges)
43. +1 Silvered Dagger
44. Animated Shield
45. Bag of Devouring
46. Bag of Beans
47. Bag of Tricks
48. Berserker Axe
49. Boomerang +2
50. Boots of Speed
51. Cloak of Billowing (XGTE)
52. Clockwork Amulet (XGTE)
53. Wand of Smiles (XGTE)
54. Wand of Pyrotechnics (XGTE)
55. Unbreakable Arrow (XGTE)
56. Staff of Flowers (XGTE)
57. Rope of Mending (XGTE)
58. Perfume of Bewitching (XGTE)
59. Moon-Touched Sword (XGTE)
60. Cloak of Billowing (XGTE)
61. Alestone (50 gp)
62. Amber (100 gp)
63. Amethyst (100 gp)
64. Black Opal (1,000 gp)
65. Black Pearl (500 gp)
66. Citrine (50 gp)
67. Diamond (200 gp)
68. Fire agate (10 gp)
69. Flourite (75 gp)
70. Garnet (100 gp)
71. Jade (100 gp)
72. Jasper (50 gp)
73. Jet (100 gp)
74. Moss Agate (10 gp)
75. Pearl (100 gp)
76. Ruby (5,000 gp)
77. Turquoise (10 gp)
78. Water Opal (1,000 gp)
79. White Opal (1,000 gp)
80. Zircon (50 gp)
- 81-90. 30 gp per person
- 91-96. 50 gp per person
- 97-100. 100 gp per person