RANDOM DUNGEON GENERATOR-LITE
FOR 5TH EDITION

GUILD

Featuring 2 Unique Random Encounter Tables and Descriptions

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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 (preferrably 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 are 2 sample 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 role-players 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.

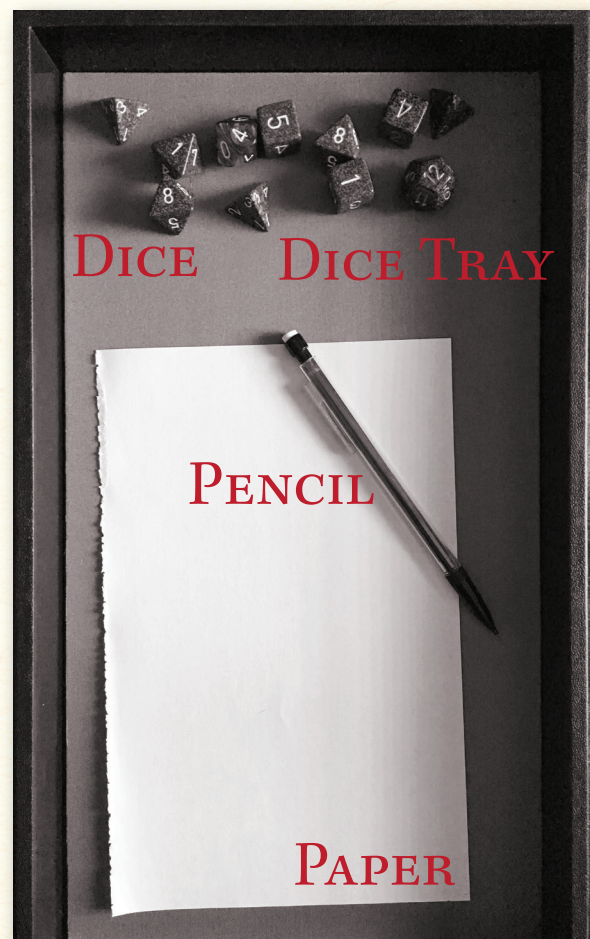Step 1: Assemble your supplies (Fig. 1A)

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)
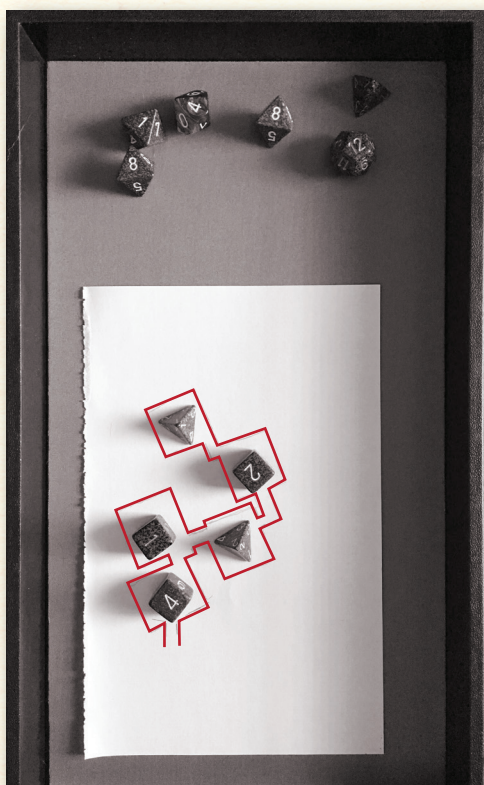

Fig 2B

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)
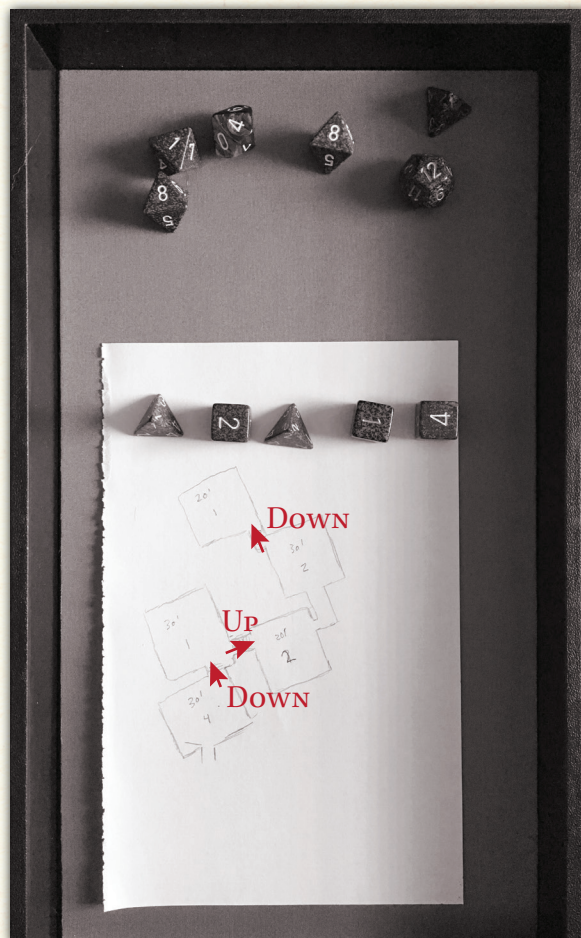

Fig 3

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)

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.

The full version of this generator has 18 different random tables complete with Monster Manual references and themed descriptions and enemies.

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!