



SLY FLOURISH'S DUNGEON ADVENTURE GENERATOR



This booklet is designed to help DMs quickly build dungeon-focused adventures for fifth edition fantasy roleplaying games. Use these tables to inspire your adventures or roll on them to determine various aspects of a dungeon adventure.

This booklet also includes "One-Sheet 5e" a simplified version of 5e you can run with just one sheet of paper printed front and back. For a quick adventure, use these simplified 1st level characters or [pregenerated characters](#) from *Sly Flourish's Fantastic Adventures*. Select one of the [Dysonlogos](#) maps from the end of this booklet or choose your own map. Fill out the location with chambers, monuments, monsters, and quests.

This adventure generator is designed for characters of 1st through 4th level.

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Quests

Choose from or roll on the following quest list and fill in the details before the game begins. You can use the "origin" table to generate a patron for the quest if desired.

1. Recover or return an ancient artifact
2. Hunt down a villain or boss monster
3. Kill a number of lieutenants
4. Find a lost citizen
5. Destroy an unholy monument
6. Rescue one or more prisoners
7. Recover a lost secret
8. Lay a spirit to rest
9. Restart an ancient machine
10. Find multiple artifacts
11. Convince a skeptical recluse
12. Find an ancient text
13. Open or close a planar gateway
14. Shut down an infernal machine
15. Locate a lost map
16. Chase down a hiding criminal
17. Learn a dangerous prophecy
18. Recover a legendary magic item
19. Find a powerful magic spell
20. Plunder an ancient treasure

Chambers & Monuments

Use the following list to add unique features to dungeon rooms. When needed, monuments have an AC of 14 and 30 HP.

- | | |
|---------------------|--------------------------|
| 1. Ancient megalith | 11. Spinning orrery |
| 2. Faerie gateway | 12. Mysterious mirror |
| 3. Unholy altar | 13. Charnel pit |
| 4. Cracked rift | 14. Obsidian slab |
| 5. Floating stones | 15. Skull-filled ossuary |
| 6. Cyclopean statue | 16. Faceted prism |
| 7. Deep well | 17. Carved pillars |
| 8. Impaled bodies | 18. Draconic skull |
| 9. Arcane circle | 19. Glyphed monolith |
| 10. Floating orb | 20. Planar rift |

Monsters & Bosses

When you need a monster, roll 1d8 for easy monsters, 1d12 for easy and hard monsters, and 1d20 for easy, hard, and dangerous monsters.

Build boss monsters by doubling a monster's hit points and giving them an extra action each turn.

- | | |
|---------------|---------------------|
| 1. Bandits | 11. Ghouls |
| 2. Cultists | 12. Specters |
| 3. Giant Rats | 13. Cult Fanatics |
| 4. Kobolds | 14. Gelatinous Cube |
| 5. Stirges | 15. Ogres |
| 6. Goblins | 16. Wererats |
| 7. Skeletons | 17. Basilisks |
| 8. Gray Oozes | 18. Green Hags |
| 9. Shadows | 19. Hell Hounds |
| 10. Bugbears | 20. Mummies |

Traps & Hazards

When it feels right, add in a trap or hazard. Traps and hazards have a DC of 13 and typically inflict between 5 (1d10) and 11 (2d10) damage.

- | | |
|-----------------------|-------------------------|
| 1. Spiked pit trap | 11. Bear traps |
| 2. Lightning blasts | 12. Raging bloodstorm |
| 3. Poisoned darts | 13. Poisoned gas |
| 4. Swarms of insects | 14. Magical instability |
| 5. Explosive runes | 15. Barbed spears |
| 6. Psychic pillars | 16. Dense fog |
| 7. Flame-jet idols | 17. Psychic feedback |
| 8. Force beams | 18. Greasy floor |
| 9. Crippling caltrops | 19. Thick webs |
| 10. Acidic pools | 20. Freezing jets |





Treasure

Make up magical item details or randomly select from other sources. Roll 1d10 for monetary treasure and 1d20 for monetary + magical treasure. Treasure values are 3d6 x 10 GP. Add a daily-use spell to a +1 magic item to make it thematic and interesting.

- | | |
|---------------------|--------------------------|
| 1. Gold coins | 11. Potion of healing |
| 2. Bag of gemstones | 12. Other potion |
| 3. Platinum jewelry | 13. Magical scroll |
| 4. Runed gemstone | 14. Bag of holding |
| 5. Golden goblet | 15. Wonderous magic item |
| 6. Ancient tome | 16. Wand or rod |
| 7. Treasure map | 17. Light magic weapon |
| 8. Ancient artifact | 18. Heavy magic weapon |
| 9. Fantastic Art | 19. Magic ranged weapon |
| 10. Jeweled idol | 20. Magic armor |

Helpful Discoveries

Add beneficial discoveries after the characters have had a rough time in the dungeon.

- | | |
|---------------------|--------------------------|
| 1. Helpful NPC | 11. Adventurer's journal |
| 2. Holy fountain | 12. Escape tunnel |
| 3. Inspiring statue | 13. Useful teleporter |
| 4. Revealing mosaic | 14. Enlightening mural |
| 5. Radiant shrine | 15. Healing spring |
| 6. Friendly spirit | 16. Wounded enemy |
| 7. Hidden campsite | 17. Well-stocked armory |
| 8. Edible mushrooms | 18. Friendly creature |
| 9. Explorer's pack | 19. Useful machinery |
| 10. Spy hole | 20. Historical library |

Environmental Effects

When desired, add one of the following environmental effects to a chamber or monument. When appropriate, such effects have a DC of 13 and inflict 5 (1d10) damage. Others offer advantage or disadvantage under specific circumstances.

- | | |
|--------------------|-------------------------|
| 1. Psychic wails | 11. Floating crystals |
| 2. Infestations | 12. Chaotic magic |
| 3. Lava pools | 13. Otherworldly aura |
| 4. Glowing glyphs | 14. Slime-covered walls |
| 5. Deep cracks | 15. Acidic pools |
| 6. Unholy radiance | 16. Helpful sprites |
| 7. Necrotic beams | 17. Holy radiance |
| 8. Aura of hatred | 18. Magical infusion |
| 9. Sentient moss | 19. Wild growth |
| 10. Poisonous fog | 20. Random antigravity |

Conditions & Origins

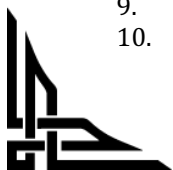
Use the following lists to add details to other elements of the adventure such as NPCs, conditions, locations, monuments, and items.

- | | Condition | Origin |
|-----|------------------|---------------|
| 1. | Smoky | Human |
| 2. | Cracked | Elven |
| 3. | Bloody | Dwarven |
| 4. | Burning | Halfling |
| 5. | Cold | Gnomish |
| 6. | Poisonous | Tiefling |
| 7. | Necrotic | Dragonborn |
| 8. | Thunderous | Half-orc |
| 9. | Ringling | Goblin |
| 10. | Lightning | Undead |
| 11. | Illuminated | Celestial |
| 12. | Radiant | Faerie |
| 13. | Shadowy | Elemental |
| 14. | Oozing | Giant |
| 15. | Ethereal | Fiendish |
| 16. | Whispering | Unseelie |
| 17. | Windy | Aberrant |
| 18. | Watery | Shadow |
| 19. | Stony | Ethereal |
| 20. | Crystal | Abyssal |

Spells & Items

Use these lists to generate magic items, traps, environmental effects, detailed treasure, or monster customizations.

- | | Spells | Items |
|-----|----------------|--------------|
| 1. | Bless | Key |
| 2. | Burning Hands | Coin |
| 3. | Charm Person | Nail |
| 4. | Chromatic Orb | Spike |
| 5. | Command | Stone |
| 6. | Faerie Fire | Knife |
| 7. | Fog Cloud | Earring |
| 8. | Guiding Bolt | Doll |
| 9. | Healing Word | Cup |
| 10. | Inflict Wounds | Bracelet |
| 11. | Magic Missile | Quill |
| 12. | Thunder Wave | Medallion |
| 13. | Acid Arrow | Brooch |
| 14. | Aid | Tiara |
| 15. | Flaming Sphere | Glove |
| 16. | Hold Person | Candle |
| 17. | Invisibility | Prism |
| 18. | Scorching Ray | Bottle |
| 19. | Shatter | Die |
| 20. | Lightning Bolt | Lantern |



ONE-SHEET 5E

This simplified version of 5e helps experienced DMs teach new players or lets anyone to run quick improvised 5e games including guidelines for creating simplified 1st level characters.

Playing 5e

5e roleplaying games consist of a DM and players engaging in shared fantasy stories of exploration, roleplaying, and combat.

In 5e, the DM describes the situation, the player describes what they want their character to do, and the DM adjudicates the results.

DMs may call for a particular **ability check** in which the player rolls a twenty-sided die (1d20), adds their character's applicable ability modifier, and compares it to a **difficulty class (DC)** determined by the DM from 10 (easy) to 20 (hard).

Under certain circumstances, the DM may grant **advantage** or impose **disadvantage**. In these cases, the player rolls two 20-sided dice instead of one. If they have advantage they take the higher roll. If they have disadvantage they take the lower.

Each character begins each session with **inspiration**. When used, the player expends this inspiration, granting themselves advantage.

Players build characters by choosing a name, description, ancestry and class, and assigning ability scores to six character abilities.

Ability Modifiers

Assign the ability modifiers +3, +2, +2, +1, +0, -1 to the following six abilities in any order.

- **Strength (Str).** Might, brawn, force
- **Dexterity (Dex).** Speed, quickness, agility
- **Constitution (Con).** Health, stamina, vitality
- **Intelligence (Int).** Logic, recall, and education
- **Wisdom (Wis).** Perception, intuition, awareness
- **Charisma (Cha).** Confidence, eloquence, charm

Ancestries

- **Human.** Increase one ability modifier of +1 or less by one.
- **Elf.** Casts the *dancing lights* cantrip at will creating four magical floating lights for one minute.
- **Dwarf.** +2 hit points.
- **Halfling.** Rerolls 1s on ability checks.

Classes

See the *Combat* section for descriptions of these statistics. Attacks are either melee (M) or ranged (R).

Fighter

- **Armor Class.** 16 **Hit Points.** 10 + Con
- **Proficiencies.** +2 to Str and Con checks and saves
- **Attacks.** Greatsword (M) Str + 2 (2d6 + Str) or Javelin (R) Str + 2 (1d6 + Str)
- **Second Wind (1/day).** Heal self 1d10 + 1 hit points as a bonus action.
- **Class Eqp.** Greatsword, chain mail, two javelins

Cleric

- **Armor Class.** 16 **Hit Points.** 8 + Con
- **Proficiencies.** +2 to Con and Wis checks and saves
- **Attacks.** Sacred Flame (M / R): DC 10 + Wis (1d8) or Mace (M) Str + 2 (1d6 + Str)
- **Healing Word (2/day).** Heal one ally 1d4 + Wis as a bonus action.
- **Class Eqp.** Mace, chain mail, holy symbol

Rogue

- **Armor Class.** 12 + Dex **Hit Points.** 8 + Con
- **Proficiencies.** +2 to Dex and Cha checks and saves
- **Attacks.** Shortsword (M) Dex + 2 (1d6 + Dex) + Dagger (M) Dex + 2 (1d4) or Shortbow (R) Dex + 2 (1d6 + Dex)
- **Sneak Attack (1/turn).** +1d6 damage if attacking an enemy standing next to an ally.
- **Class Eqp.** Leather armor, dagger, shortsword, shortbow, 20 arrows, thieves' tools

Wizard

- **Armor Class.** 10 + Dex **Hit Points.** 6 + Con
- **Proficiencies.** +2 to Int and Wis checks and saves
- **Attacks.** Shocking Grasp (M): DC 10 + Int (1d6); Firebolt (R) Int + 2 (1d10)
- **Magic Missile (2/day).** (R) three missiles, automatically hits, 1d4+1 damage per missile
- **Mage Hand.** Create an invisible hand that can manipulate objects at range.
- **Class Eqp.** Spell book, robes, arcane focus

Equipment

Characters begin with class equipment plus 10 GP, a backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, and 50 feet of rope.



Combat

When the DM determines that combat begins, each player rolls **initiative** (1d20 + Dex). The DM rolls 1d20 for each monster group. Each round, characters and monsters take their turn in order from highest to lowest initiative.

Actions. During a turn, a character or monster can move, take an action, and, if applicable, take a bonus action. Quick actions like drawing or stowing a weapon or opening a door, do not take an action. A creature can use its action to **help** an ally, granting another creature advantage on their next attack. A creature can also use their action to **dodge**, invoking disadvantage on any attacks against it until the beginning of their next turn.

Movement and Distance. Distances are simplified into **adjacent**, **nearby**, and **far**. Creatures can move adjacent to a nearby creature or object on their turn or **dash** to move from far away. Ranged attacks (R) can strike a nearby or far creature. A creature can either lay prone or stand up as part of their movement. Melee attacks against a prone creature have advantage. Ranged attacks against a prone creature have disadvantage.

Attacks. When a creature attacks another creature, they roll an **attack roll** against the opponent's **armor class (AC)**. If the roll equals or is higher than the opponent's AC, the attack hits.

Attacks are either melee (M) or ranged (R). A ranged attacker attacks at disadvantage if it is next to an enemy. If a creature moves away from an adjacent enemy, that enemy may make a melee attack against it as an **opportunity attack**. A creature can only make one such opportunity attack per round.

When a creature rolls a natural 20 on an attack roll, it inflicts a **critical hit**, doubling the damage.

Saving Throws. Some effects require a creature to make a **saving throw**. A saving throw is an ability check against the difficulty class (DC) of the effect.

Damage and Death. Damage inflicted to a creature is subtracted from its hit points. When a character reaches 0 hit points, they are knocked unconscious. If a character takes damage three times while unconscious, they die.

When a monster is reduced to 0 hit points, the DM determines if it is killed or knocked unconscious.

Resting

Every 24 hours characters can take a one-hour **short rest** to recover half of their total hit points and an eight-hour **long rest** to recover all hit points and abilities.

Monsters

During their explorations, characters may run into one or more monsters. Choose one fewer monster than characters or roll 1d4 to determine the number of monsters.

Monsters roll a straight 1d20 for initiative, saving throws, and ability checks. Monster stats use the following format:

Name. Armor class; hit points; attack name (attack type) attack bonus (damage); any special abilities.

1. **Giant Rat.** AC 12; HP 7; Bite (M) +4 (4)
2. **Stirge.** AC 14; HP 2; Blood Drain (M) +5 (5)
3. **Bandit.** AC 12; HP 11; Scimitar (M) +3 (4) or Crossbow (R) +3 (5)
4. **Skeleton.** AC 13; HP 13; Shortsword (M) +4 (5) or Shortbow (R) +4 (5)
5. **Cultist.** AC 12; HP 9; Scimitar (M) +3 (4) or Dark Bolt (R) +4 (5)
6. **Zombie.** AC 8; HP 22; Slam (M) +3 (4)
7. **Dretch Demon.** AC 11; HP 18; Bite (M) +2 (3) and Claws (M) +2 (5)
8. **Giant Wolf Spider.** AC 13; HP 11; Bite (M) +3 (4 + Poison: DC 11 Con save. 7 on failure, 3 on success.)
9. **Wolf.** AC 13; HP 11; Bite (M) +4 (7 and DC 11 Str save or knocked prone). Pack Tactics: advantage against enemies next to the wolf's allies.
10. **Gray Ooze.** AC 8; HP 22; Pseudopod (M) +3 (10)

Boss monsters have double hit points and can attack two different targets with one attack.

Traps & Hazards

Traps and hazards come in many different types and typically have a DC of 12 to discover, to disarm, and as saving throws. Traps may inflict 4 to 9 (1d8 to 2d8) damage to a single target or 3 to 7 (1d6 to 2d6) damage to multiple targets.

Treasure & Magic Items

Treasure hoards may include 3d6 x 10 GP and magical items.

1. **Healing Potion.** Recover 2d4+2 HP.
2. **Potion of Giant Strength.** Str of +5 for 1 hour.
3. **Potion of Speed.** Attack twice when attacking.
4. **Potion of Invisibility.** Become invisible for 1 hour.
5. **Bag of Holding.** Holds 500 pounds in a small bag.
6. **Magic weapon.** Gain +1 to attack and damage.
7. **Magic armor.** Gain +1 to AC.
8. **Ring of protection.** Gain +1 to AC and saves.



