

Word Libs Dungeon Generator

1. Type Of Building
2. Intelligent Race/group (Plural)
3. Natural Disaster Or Cataclysmic Event That Might've Just Happened In Your Campaign
4. Direction (North East Etc.)
5. Major Intelligent Boss Type Baddie
6. Some Object Or Commodity That Baddie Wants
7. Minions Appropriate To That Baddie (Plural) (I.e. Dogmen)
8. Some Common Substance
9. Nonverbal Form Of Communicatio
10. Adjective
11. Adjective
12. Another Intelligent Group/race (Plural) (I.e. Clerics Ogres Etc.)
13. A Different Direction Than The First One (Northwest South Etc.)
14. Some Object Or Commodity That Your Second Intelligent Group/race Wants.
15. Adjective
16. Superlative Adjective (Biggest Fastest Etc.)
17. Monster That Outclasses The Party By 2 Or 3 Levels
18. Something The Monster Eats
19. Plural Noun. (I.e. Bananas)
20. Adjective
21. Unintelligent Animal Or Monster

22. Some Cool Treasure
23. Number Between 2 And 5
24. Ordinary Kind Of Dungeon Trap
25. Something Pcs Always Do When They Go Into A Room
26. A Number 1 3
27. Something Weird And Dangerous
28. The Unintelligent Animal Or Monster Again
29. Something That Animal/monster Can Do That People Can't
30. Number 2 5
31. Preposition (In On Under Etc.)
32. Common Dungeon Object
33. One Of The Monsters/animals/groups Already Listed
34. Unusual Form Of Transportation (Plural) (I.e. Rockets
Turtles Etc.)
35. One Of The Other Monsters/animals/groups
36. Hazard Associated With That Form Of Transportation +Ing
(Falling Losing Your Grip Etc.)
37. Valuable Object Or Substance
38. Preposition
39. Common Dungeon Object
40. State Of Mind Associated With Mental Illness
41. Plural Noun (I.e. Cheeses)
42. Adjective
43. One Of The Monsters/races/groups
44. Character Class
45. The Homeland Of One Of Your Pcs

46. Something Unusual On That Pc's Character Sheet (I.e. Gloves Of Snaring 18/00 Strength Etc.)
47. Something Commonly Seen In Dungeons
48. Something Else Commonly Seen In Dungeons
49. An Architectural Style
50. Common Architectural Feature (Plural) (I.e. Columns Archways Etc.)
51. Substance You'd See In An Alchemist's Lab
52. Rare Substance
53. Something Totally Fucking Metal

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The dungeon was originally a vast _____
Type of building constructed by _____
Intelligent race/group (plural) but has
been forgotten by most civilized races for eons. It was recently rediscovered due to the

Natural disaster or cataclysmic event that might've just happened in your campaign.

Near the _____
Direction (north east etc.) entrance, a/the _____
Major intelligent boss type baddie suspects it may contain

Some object or commodity that baddie wants and has dispatched his/her _____
Minions appropriate to that baddie

(plural) (i.e. dogmen) into the complex. They are unusual in that _____
Some common substance obeys their whims.

They communicate via _____
Nonverbal form of communicatio and have devices facilitating this all over the complex.

Meanwhile, a group of _____
Adjective _____
Adjective _____
Another intelligent group/race (plural) (i.e. clerics ogres etc.)

who entered through a secret entrance to the _____
A different direction than the first one (northwest south etc.) suspects it may

contain _____
Some object or commodity that your second intelligent group/race wants.. Their leader is said to be strangely

Adjective and is also the _____
Superlative adjective (biggest fastest etc.) of the group and has a pet

Monster that outclasses the party by 2 or 3 levels that appears to obey his/her every whim. It roams the halls looking for

Something the monster eats but

is afraid of Plural noun. (i.e. bananas). It's also far more Adjective than the typical member of its species.

In recent weeks, the two groups have begun to skirmish in the halls.

Unbeknownst to either side, a superevolved, hyperintelligent Unintelligent animal or monster lives deep within, inside a network of tunnels leading eventually to Some cool treasure which it prizes above all things.

It has constructed traps around its lair, Number between 2 and 5 Ordinary kind of dungeon trap activated by Something pcs always do when they go into a room but also A number 1-3 stranger trap(s), informed by its bizarre alien intelligence, which causes Something weird and dangerous to destroy intruders. The The unintelligent animal or monster again can avoid the traps easily because it can Something that animal/monster can do that people can't.

The other factions have constructed about _____ Number 2-5 _____ traps each as well, but they are cruder, since they've been recently and hastily constructed.

In addition, there are the many hazards that are the legacy of the dungeon's original inhabitants. No-one has yet discovered the secret passage _____ Preposition (in on under etc.) _____ the _____ Common dungeon object _____ on the 2nd level.

The _____ One of the monsters/animals/groups already listed _____ secretly use _____ Unusual form of transportation _____

(plural) (i.e. rockets turtles etc.) _____ to spy on the _____ One of the other monsters/animals/groups _____ and, if commandeered, these can

be used to move from some parts of the dungeon to other parts, but only if treated properly--and there is always

the danger of _____ Hazard associated with that form of transportation +ing (falling losing your grip etc.) _____.

The subtle influence of the cursed _____ Valuable object or substance hidden _____ Preposition the stone
_____ Common dungeon object has caused nearly all of the inhabitants to become increasingly _____ State of mind
associated with mental illness and to cause bizarre physical and mental deformities. Some have become obsessed with
_____ Plural noun (i.e. cheeses) for reasons unknown.

Perhaps the most bizarre object in the dungeon is the so-called " _____ Adjective Chamber' which the
_____ One of the monsters/races/groups fear above all things. However, beyond it there is a _____ Character class who
hails from _____ The homeland of one of your pcs and may aid him/her, though s/he envies the PC's
_____ Something unusual on that pc's character sheet (i.e. gloves of snaring 18/00 strength etc.) and is so repulsed by the sight of
_____ Something commonly seen in dungeons .

The

dungeon has no Something else commonly seen in dungeons and its architecture resembles An architectural style

however, the Common architectural feature (plural) (i.e. columns archways etc.) are made of a mixture of

Substance you'd see in an alchemist's lab and Rare substance.

In addition to all that, it is said by some that, hidden deep within the complex, where no mortal has yet gone

there Something totally fucking metal.