



Size	Special Rooms
1-2) 1d6+1 Rooms	1-2) 1
3-4) 2d6+2 Rooms	3-4) 2
5-6) 3d6+3 Rooms	5-6) 3

Theme	Type	Adjective	Adjective	Noun	Noun
1) Criminal	1) Cave	1) Forgotten	1) Many	1) Gods	1) Stars
2) Haunted	2) Crypt	2) Hidden	2) Desperate	2) Veils	2) Truths
3) Infested	3) Temple of	3) Haunted	3) Shallow	3) Ravens	3) Deaths
4) Unnatural	4) Ruin	4) Shattered	4) Frozen	4) Omens	4) Depths
5) Occult	5) Lair	5) Dark	5) Infested	5) Portals	5) Spirits
6) Monster	6) Hideout	6) Cursed	6) Dying	6) Shadows	6) Doom

Consider using a separate graph paper for mapping if you roll up a larger dungeon, using this space for notes.

Discoveries	Special Room	Feature
1) Shrine	1) Archive	1) Pool
2) Library	2) Weapon	2) Garden
3) Crypt	3) Ritual	3) River
4) Trophy	4) Torture	4) Obelisk
5) Workshop	5) Kitchen	5) Lever
6) Laboratory	6) Throne	6) Mist
Item	Treasure A	Treasure B
1) Key	1) Weapon	1) Artifact
2) Torch	2) 3d6 Gold	2) d100 Silver
3) Junk	3) d6 Gems	3) 3d6x100 Gold
4) Tools	4) Potion	4) d20 Gems
5) Weapon	5) Artifact	5) Ring
6) Food	6) Scroll	6) Potion

Dangers

Hazard	Trap	Encounter
1) Debris	1) Pit	
2) Collapse	2) Dart	Roll 2d6 on Encounter Table
3) Vapor	3) Spike	
4) Resources	4) Pendulum	
5) Toxin	5) Boulder	
6) Darkness	6) Acid	

Dressing

Natural	Man Made	Lighting
1) Dung	1) Tapestry	1) None
2) Moss	2) Graffiti	2) Candles
3) Dust	3) Furniture	3) Sconces
4) Crystal	4) Mirror	4) Glow
5) Oil	5) Statue	5) Torches
6) Mold	6) Fireplace	6) Lamps

Odor	Odd	Mystical
1) Dung	1) Talking corpse	1) Hovering flame
2) Urine	2) Hazy orb	2) Silver pool
3) Sweat	3) Singing flies	3) Metal orb
4) Smoke	4) Creature egg	4) Glowing portal
5) Dust	5) Helpful ghost	5) Ritual marks
6) Food	6) Glowing tree	6) Bloody altar

Descriptions

1) High	1) Shadowy	1) Wide
2) Remote	2) Grim	2) Empty
3) Small	3) Blocked	3) Narrow
4) Exposed	4) Ancient	4) Foul
5) Dark	5) Perilous	5) Dead
6) Rough	6) Big	6) Barren

Destruction	Builder	Purpose
1) Curse	1) Wizard	1) Mine
2) Invasion	2) Cult	2) Portal
3) Lich	3) Man	3) Crypt
4) Environment	4) Humanoid	4) Hideout
5) Infestation	5) Monster	5) Prison
6) Plague	6) God	6) Temple

Humanoids	Creatures	Unnatural
1) Acolytes	1) Spiders	1) Skeletons
2) Bandits	2) Centipedes	2) Ghouls
3) Bandits	3) Rats	3) Zombies
4) Goblins	4) Rats	4) Zombies
5) Lizardmen	5) Bugbears	5) Demons
6) Kobolds	6) Bats	6) Vampires

Corridor	Room	Spoor	Discovery*	Danger	Reaction	Door
1) Empty	1) Empty	1) Blood	1) Special Room	1) Helpful	1) Unlocked	
2) Empty	2) Spoor	2) Tracks	2) Special Room	2) Trap	2) Indifferent	2) Stuck
3) Empty	3) Discovery	3) Voices	3) Feature	3) Encounter	3) Rude	3) Stuck
4) Spoor	4) Discovery	4) Odor	4) Item	4) Monster (T1)	4) Hostile	4) Locked
5) Danger	5) Danger	5) Corpse	5) Treasure A	5) Monster (T1)	5) Hostile	5) Locked
6) Danger	6) Danger	6) Knocking	6) Treasure B	6) Monster (T2)	6) Hostile	6) Trapped

* After rolling Discovery, roll d6: 2-in-6 chance of Danger also. Roll on Danger table.

Denizens**2d6 Tier 1 Solo PC # Appearing: d3****1 - 2**

- 1) Acolyte: HD(1) AC[16] Wpn
- 2) Centipede: (1d2HP) AC[10] Bite, Poison
- 3) Giant Rat: HD(1-1) AC[12] Bite, Disease
- 4) Giant Rat: HD(1-1) AC[12] Bite, Disease
- 5) Spider: HD(2+2) AC[13] Bite, Poison, Web
- 6) Kobold: HD(1/2) AC[13] Weapon

Notes:**3 - 4**

- 1) Skeleton: HD(1/2) AC[11] Wpn
- 2) Skeleton: HD(1/2) AC[11] Wpn
- 3) Bandit: HD(1) AC[12] Wpn
- 4) Bandit: HD(1) AC[12] Wpn
- 5) Giant Rat: HD(1-1) AC[12] Bite, Disease
- 6) Giant Bat: HD(4) AC[12] Bite, Disease(50%)

5 - 6

- 1) Ghoul: HD(2) AC[13] Claw, Paralyze
- 2) Carrion Creeper: HD(3) AC[14] Bite(1), Paralyze
- 3) Spider: HD(2+2) AC[13] Bite, Poison, Web
- 4) Spider: HD(2+2) AC[13] Bite, Poison, Web
- 5) Zombie: HD(1) AC[12] Wpn & Shield
- 6) Giant Bat: HD(4) AC[12] Bite, Disease(50%)

2d6 Tier 2 Solo PC # Appearing: d2**1 - 2**

- 1) Lizardman: HD(2+1) AC[14] Sword
- 2) Lizardman: HD(2+1) AC[14] Sword
- 3) Bandit: HD(1) AC[12] Wpn
- 4) Bandit: HD(1) AC[12] Wpn
- 5) Ghoul: HD(2) AC[13] Claw, Paralyze
- 6) Demon: HD(3) AC[16] Tail Sting, Immune Wpn

3 - 5

- 1) Bugbear: HD(3+1) AC[14] Wpn or Bite
- 2) Grey Ooze: HD(3) AC[11] Strike, Imm. Magic/Steel
- 3) Demon: HD(3) AC[16] Tail Sting, Imm. Wpn
- 4) Giant Centipede: HD(4) AC[19] Bite, Poison
- 5) Gargoyle: HD(4) AC[14] Claw, Fly
- 6) Giant Skeleton: HD(2) AC[12] Wpn

*** 6**

- 1) Minotaur: HD(6+4) AC[13] Wpn(+1)
- 2) Troll: HD(6+3) AC[15] Claw(+2), Regeneration
- 3) Hell Hound: HD(5) AC[15] Bite, Fire(2HP/Rnd.)
- 4) Vampire: HD(7-9) AC[17] Bite, Imm. Wpn, Regen.
- 5) Vampire: HD(7-9) AC[17] Bite, Imm. Wpn, Regen.
- 6) Death Knight: HD(10) AC[20] Sword(+3), Imm. Wpn

* It's suggested these creatures be looked up in a proper bestiary, as they're more detailed and varied than space allows here.

Activity**Tactic****Guarding**

- | | | |
|--------------|---------------|------------|
| 1) Eating | 1) Taunt | 1) Hostage |
| 2) Sleeping | 2) Hit & Run | 2) Chest |
| 3) Searching | 3) Aggressive | 3) Door |
| 4) Fighting | 4) Mirror | 4) Trap |
| 5) Preparing | 5) Hide | 5) Cabinet |
| 6) Breaking | 6) Gang up | 6) Food |

Hex #

Site Name:

Boss/Objective:

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