

Entrances

1

2

3

4

5

6

Corridors

1-2

1

2

3

4

5

6

3-5

1

2

3

4

5

6

6

1

2

3

4

5

6

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

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.

Corridor	Room	Spoor	Discovery *	Danger	Reaction	Door
1) Empty	1) Empty	1) Blood	1) Special Room	1) Hazard	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.

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

Roll 2d6 on

2) Collapse

2) Dart

Encounter

3) Vapor

3) Spike

Table

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

High

Wide

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

Human/oids

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

Denizens		
2d6 Tier 1	Solo PC # Appearing: d3	
1) Acolyte: HD(1) AC[16] Wpn	1 - 2	
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		

1) Skeleton: HD(1/2) AC[11] Wpn	3 - 4
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%)	

1) Ghoul: HD(2) AC[13] Claw, Paralyze	5 - 6
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) Lizardman: HD(2+1) AC[14] Sword	1 - 2	
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		

1) Bugbear: HD(3+1) AC[14] Wpn or Bite	3 - 5
2) Grey Ooze: HD(3)AC[11] Strike, Imn. Magic/Steel	
3) Demon: HD(3) AC[16] Tail Sting, Imn. 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	

1) Minotaur: HD(6+4) AC[13] Wpn(+1)	* 6
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, Imn. Wpn, Regen.	
5) Vampire: HD(7-9) AC[17] Bite, Imn. Wpn, Regen.	
6) Death Knight: HD(10)AC[20]Sword(+3),Imn. 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:
Notes:	

Possible Bosses	
Lazrothe the Sorcerer: HD(7) AC[17] Staff (-1) Fog: Obscures vision and hinders initiative Ice Touch: at range causes loss of footing and focus; at melee (+4) Summon: Summons d3 Skeletons. Must recharge next Round, will attempt to flee to adjacent room.	Tactic: 1d6/ turn 1) Staff 2) Staff 3) Staff 4) Fog 5) Ice Touch 6) Summon & Flee
Skeleton: HD(1/2) AC[11] Wpn. Once a celebrated magic-user of the world, now a bitter man who's ambition jeopardized the realm. Deeper delves into the arcane workings of evil magics put the realm at risk, and he was removed from his station. Now hides in remote lairs, building an army for revenge.	

Martin de Flail, Captain: HD(8) AC[14] Shield (+1) Sword(+1), Grenade (retreats far as possible and tosses grenade). Accompanied: 2 Soldiers.	Tactic: 1d6/ turn 1) Direct attack 2) Direct attack 3) Direct attack 4) Direct attack 5) Command flank 6) Grenade Toss
Soldier: HD(1) AC[12] Wpn A proud warrior who felt slighted when a promotion was not rewarded to him. Has taken to terrorizing the countryside and attacking patrols of soldiers. Not really a Captain, but this has become part of his myth.	

Grilsa, the Great Brood Mother: HD(10) AC[16] Bite, Poison. Web: PC must save to break free. Jump: Jumps, out of / into range. Call: A Young Spider joins the fight. Weak against fire/cold.	Tactic: 1d6/ turn 1) Bite 2) Bite 3) Web 4) Jump 5) Call 6) Call
Young Spider: HD(1) AC[12] Bite, Poison (50%) Said to be ancient and wise, but also cruel and bloodthirsty. Sole motive is to continue aging and growing her brood. It is said her eyes are rare fiery-red jewels worth 100 gold each.	

Firebane, the Eater of Dragons: HD(10) AC[17] Claw Claw, Bite(+3), Wing(+2, pushes target away). Fire Breath: Range (2d6). Weak against his own reflection. Removing a foot will deal 3d8 damage to him. Uses his wings and flame breath to keep enemies at a distance from his vulnerable feet.	Tactic: 1d6/ turn 1) Claw Claw 2) Claw Claw 3) Bite 4) Wing 5) Wing 6) Fire Breath
Terrorizes the inner mountain ranges, though sometimes ventures out into the valleys in pursuit of smaller dragon prey. Is said to sit over the great hoard of a lost civilization. If exposed to live fire, the removed foot will transform into a small dragon egg.	

The Shrieking Wight: HD(7) AC[15] Cold Claw (on a hit reduces target's level by 1). Fearful Shriek: Utters ear-shattering cry. All present must save or stand powerless next round. Ghost Summon: 1 Ghost suddenly appears next to random target dealing d3 damage, then disappears. Weak against light and healing magic. Immune to all non-magical weapons except for those forged in silver.	Tactic: 1d6/ turn 1) Cold Claw 2) Cold Claw 3) Cold Claw 4) Fearful Shriek 5) Fearful Shriek 6) Ghost Summon
The mourning, furious spirit of an executed leader of an ancient rebellion. Wants nothing more than to destroy his nemesis or finally rest in peace.	

Sorlak, the Lich: HD(12) AC[19] Staff (-1) Lightning: (x2) Life Drain: 1 damage a turn, and gives Lich 1 life per turn. Immune: cold, lightning, poison. Reduces: blunt melee dmg -1. Weak: piercing, fire. Accompanied: 3 Zombies.	Tactic: 1d6/ turn 1) Staff 2) Staff 3) Lightning 4) Lightning 5) Lightning 6) Life Drain
Zombie: HD(1) AC[12] Wpn & Shield A fierce undead wizard fully corrupted by the practice of dark magic. Consumes souls for power. Unleashes the undead amongst the world. Controls many minions and spies. Seeks powerful artifacts to augment its power.	

Boss/Objective:
2d6 & d6 Dungeon Encounters 2) An altar: [1-2] with drops of fresh blood [3-4] lid shakes and rattles from inside [5-6] emits a clanging alarm sound if touched 3) A pool: [1-2] heals d6 HP if sipped from [3-4] causes d4 poison damage if sipped [5-6] grants +1 to melee weapons washed within for 1 day 4) Glowing fungus: [1-2] that replenishes 1 HP [3-4] that explodes when crushed (d6 dmg) [5-6] that makes a great lantern 5) A man locked in a cage: [1-2] who swears he is a prophet [3-4] swears he can cast heal (false) [5-6] swears he can cast heal (true) 6) An adventurer's corpse [1-2] is rigged with a trap (d8 dmg) [3-4] has a purse with d20 coins [5-6] has a magical cloak (causes shadow camouflage) 7) Two creatures: [1-2] toss something between them as a game [3-4] argue over which should receive an item between them [5-6] are fighting another two creatures 8) A creature sleeps: [1-2] draped over a chest [3-4] in a doorway [5-6] atop a sarcophagus 9) A lost merchant: [1-2] is catatonic in the corner [3-4] pleads for your help [5-6] attacks in a fit of total madness 10) Centipedes: [1-2] eat the carcass of a creature [3-4] surround an NPC in a corner [5-6] peck through the remains of an adventurer and their gear 11) 1d4 Adventurers: [1-2] are fighting a Tier 1 Unnatural [3-4] are trying to disarm a trap [5-6] are arguing about whether to open a treasure chest 12) A large egg: [1-2] emanates warmth and a soft glow [3-4] begins to crack, and the snout of some reptile is beginning to emerge [5-6] is cracked open, with a trail of blood and slime leading out of the room

Loot the Corpse		
1) Bone dice	1) Mug	1) Paring knife
2) Gold piece	2) Nail hook	2) Scrimshaw
3) Lint	3) Rubber ball	3) Hat
4) Twine	4) Banner	4) Egg
5) Key	5) Awl	5) Empty wallet
6) Cloak	6) Gem	6) Manacles
1) Matches	1) Lute	1) Wand
2) Bandanna	2) d6 Silver	2) Trowel
3) Kite	3) Belt buckle	3) Shovel
4) Potion	4) Worn shield	4) Hammer
5) Soft pillow	5) Wrench	5) Pot of soup
6) Oil portrait	6) Scroll	6) Ring