Tile Generation
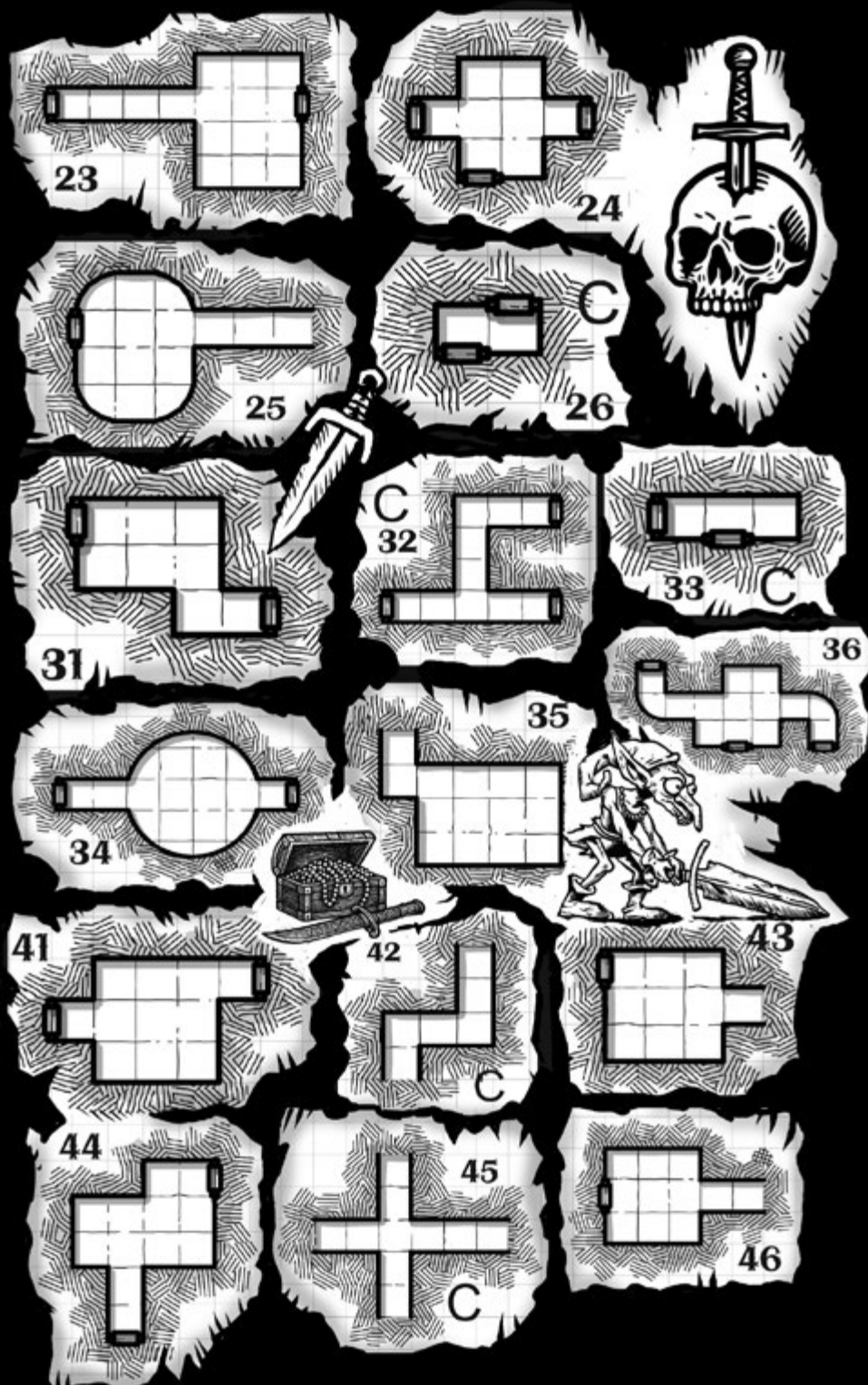
Roll d6 to select a starting tile. Roll d66 to select new tiles. Tiles marked with C are Corridors. Unmarked tiles are Rooms.

23

24
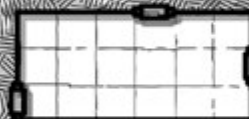
25

26 C
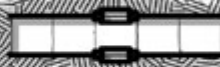
C 32

31

33 C

34

35

36

41

42

43

44

45 C

46

C

51

52

53

54

55 C

56

61

62

63 C

64

65 C

66