

ONE PAGE DUNGEN

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Sly Fox Games

1 Use the **Size table to start creating your dungeon!**
For our *Small* dungeon, we roll a d6+2, getting 8 Points and 1 Theme.

2 Roll a d6. Place it faceup to mark dungeon entry Point.
We rolled a  for the dungeon's entry Point.




3 Sequentially roll a d6 for each remaining Point. Attach each result to the dungeon based on the previous d6's result:

- Lower results are attached to the row's left
- Higher results are attached to the row's right
- Stack matching results as you see fit (above or below)

Look to the orange numbers in the example to see our roll order.

4 Use the **Connections** table, moving between dice as you see fit to add connections between the following:

- Points whose left or right side touches another Point
- Stacked Points of the same result
- Distant Points of the same result on the same row

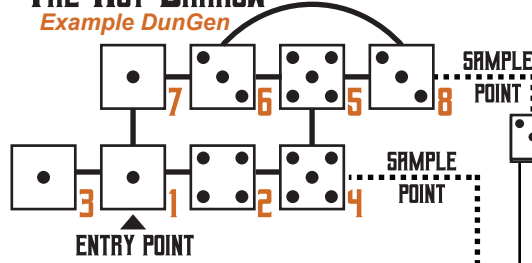
Looking at the lower  Point, we create connections to the stacked  and the left flanking , adding a lift and a cave-in to the dungeon.

5 Use the Details table, moving across Points as desired.
The lower Point touches two adjacent Points (&), so we roll 2d6 for each and get a patrolled () chamber with a valuable item ().

6 Use the Themes table. Select themes to spice up the place.
We rolled $\square\square$, getting ROT (11). Let's name this place the "Rot Barrow."



THE ROT BARROW

Example DunGen



CHAMBER OF THE SOUR SEEDLING

DETAILS

-  Patrolled
 Valuable

CONNECTIONS

-  →  Device (i.e. Lift)
 →  Cave-In

COLLAPSING CHAMBER

DETAILS

- Timer

CONNECTIONS

-  Platforms
 Ramp

SIZE

Choose a size and roll for Point Total

	# OF POINTS	THEMES
SMALL	1d6 + 2	1
MEDIUM	2d6 + 3	2
LARGE	3d6 + 4	3
EPIC	4d6 + 5	4













THEMES (066)

**Roll 2d6 to determine
Ten's digit and One's digit**

11	Rot/Decay
12	Sadness/Regret
13	Madness
14	Punishment
15	Sacrifice
16	Survival
21	Criminal
22	Secrets
23	Treachery/Mutiny
24	Trickery/Trap
25	Research
26	Invasion/War
31	Infestation
32	Creation/Invention
33	Planar/Elemental
34	Knowledge
35	Observation
36	Natural/Unnatural
41	Transformation
42	Government
43	Chaos
44	Destruction
45	Forgotten
46	Curse/Occult
51	Disease/Poison
52	Corruption
53	Doom/Disaster
54	Containment
55	Divination
56	Fervor/Heresy
61	Ancient
62	Mutation
63	Undead
64	Hunger
65	Flooded
66	Distortion













CONNECTIONS

Using the left column, reference selected Point to a connecting Point to determine Connection type

						
	Chute	Canal	Ledge	Overshoot	Drainage	Mound
	Bridge	Chasm/Hole	Catwalk	Broken Trap	Ventilation	Closing Door
	Tracks	Fallen Debris	Stairs/Ramp	Trap	Platform(s)	Channel
	Tunnel	Crawlspace	Labyrinth	Cable/Rope	Causeway	Scaffolding
	Ditch	Dry Riverbed	Pool	Cave-In	Device	Duct/Pipe
	Balcony	Corridor	Ferry	Moving Floor	Waterfall	Handholds

DETAILS

For each adjacent Point, add Details to a selected Point by rolling 2d6 and assigning each die a column or row

						
CREATURES	OBJECT	ENVIRONMENT	ITEM	MODIFIER	AREA	
	Vermin	Button/Lever	Side Entry	Curio	Locked/Blocked	Crafting
	Signs/Tracks	Puzzle	Cluttered	Broken	Hidden	Logistical
	Noncombat	Contraption	Obstacle	Standard	Patrolled	Residential
	Animal(s)	Monument	Unstable	Cache	Timer	Spiritual
	Creature(s)	Trap	Atmospheric	Valuable	Magical	Hunting
	Boss	Decor	Hazard	Raw Material	Dead	Meeting

AREA