# Maxims

These are the ideas around which the game is to be played.

1. You are not your character, your skill ought not be limited by your character’s attributes.
2. Your character has their own understanding of lore, history, and myth; your DM shall reveals these as your character would understand them.
3. Time is precious and combat is brutal
4. Worry not about balance, seek interesting solutions to difficult problems

it breaks their backs it breaks their bones it breaks the binds of unearthed tomes

# Ability Scores

For each ability score, in order, roll 3d6. Do not make modifications unless using house rules.

* Strength: Physical power
* Insight: Intelligence and wisdom
* Dexterity: Agility and quickness
* Constitution: Health and body
* Charisma: Force of personality and appearance

## Strength Stats

* You can carry weight equal to your strength divided by 5, rounded up, in hundreds of pounds. e.g. 15 = 300 Lbs.
* Attack and Damage bonuses only apply to **Melee** attacks.

| Strength | Attack Bonus | Damage Bonus |
| --- | --- | --- |
| 3 - 4 | -2 | -1 |
| 5 - 6 | -1 | .. |
| 7 - 12 | .. | .. |
| 13 - 15 | +1 | .. |
| 16 | +1 | +1 |
| 17 | +2 | +2 |
| 18 | +2 | +3 |

## Insight

* spells cast during an encounter require a roll, modified by insight.
* Inlight limits how many spells cast per level, and how many spells known.
* **Additional Languages**: equal to your intelligence minus 10.

| Insight | Spellcast Roll Modifier | Max Spells & Spell per Level |
| --- | --- | --- |
| 3 - 4 | -2 | 3 |
| 5 - 7 | -1 | 4 |
| 8 - 9 | .. | 5 |
| 10 - 12 | .. | 6 |
| 13 - 14 | .. | 8 |
| 15 - 16 | .. | 10 |
| 17 | +1 | All |
| 18 | +2 | All |

## Dexterity

* Attack and Damage bonuses only apply to **Ranged** attacks.
* A high dexterity improves the deadliness of precisely fired shots.

| Dexterity | Attack Bonus | Damage Bonus |
| --- | --- | --- |
| 3 - 4 | -2 | -1 |
| 5 - 8 | -1 | .. |
| 9 - 12 | .. | .. |
| 13 - 17 | +1 | .. |
| 18 | +2 | +1 |

## Constitution

* Modifies hit dice rolls when leveling.

| Insight | Hit Dice Bonus |
| --- | --- |
| 3 - 6 | -1 |
| 7 - 14 | .. |
| 15 - 16 | +1 |
| 17 | +2 |
| 18 | +3 |

## Charisma

* Influences how many hirelings will work for you.
* Loyalty base improves reaction rolls and moral checks.

| Charisma | Maximum Hirelines | Loyalty Base |
| --- | --- | --- |
| 3 - 4 | 1 | -2 |
| 5 - 6 | 2 | -1 |
| 7 - 9 | 3 | .. |
| 10 - 12 | 4 | .. |
| 13 - 15 | 5 | +1 |
| 16 - 17 | 6 | +2 |
| 18 | 12 | +4 |

# Saving Throws

* Saving throws are roll against your ability score or your spell save, DM discretion.
* A success is when you roll 1d20 equal or under the appropriate score.
* Knowledge checks should be given bonus based on character race and backgrounds.
* Spell saves are tied to your class and increase with experience.
* What you roll is determined by your DM.

| Save / Check | Examples |
| --- | --- |
| Strength | Open stuck doors |
| Insight | Knowledge, intuit intentions |
| Dexterity | Doding falling rocks, breath weapons |
| Constitution | ressurection survival, poison resistance |
| Charisma | charm or convince someone |
| Spell | resist magical effects |

# Alignment

* There are two alignments, Law and Chaos, and they represent your disposition to the world.
* These are defined by your class, and are **not** all encompassing of your characters personailty.
* You are free to play your character as you wish, and your alignment merely gives you certain benefits.

## Law

* Those who see the world as something to be ordered, cared for, and built upon.
* Often have a long term view of things
* Often seeks peace, as a final outcome

## Chaos

* Those who believe the world is inherently without order
* Often seek outcomes that benefit them immediately
* A willingness to take on great risks, regardless of the larger impact

## emobdiements of alignment

players get some kind of boon during play when they somehow they embody their alignement

## falling from alignment

if you act in the opposite alignment too much, you fall into a purgatory alignment you can select a new alignment on your next level

## Alignment languages

* Niether written nor verbose
* Consists of gestures, signs, or words of power
* Understood between members of the same alignment
* Those of one alignment recognize, but do not comprehend, the language of the other

# Races

## Human

* When rolling initative, apply -1 to the result.
* May gain 1 additional language of their choice, except alignment languages.

## Elf

* Deep knowledge of nature
* Can read magic
* Can easily detect secret or hidden doors, 2 in 6

## Dwarf

* Deep knowledge of stone architecture & undergound cave systems
* Dark vision: black and white thermal vision
* Resistant to magic, +4 on save rolls versus magic

## Halfling

* Knowledgeable on foraged foods, herbs, plants; both safe and poisonus.
* Stealthy, may move silently on a 2 in 6
* Resistant to magic, +4 on save rolls versus magic

# Languages

* All characters know common and their alignment language.
* Non human characters know their native tongue.
* With high intelligence you may know additional languages.
* Possible languages: Elf, Dwarf, Halfling, Lizard, Beastial, Mycelian, Goblin, Orcish, Fairy.
* Languages available are at the discretion of the DM.

# Backgrounds

* Roll 1d30 to select a background per your race.
* Optionally select what suits your character best, at DM discretion.
* Backgrounds should influence relevant knowledge and skill checks.

| Roll | Human | Elf | Dwarf | Halfling |
| --- | --- | --- | --- | --- |
| 1 | Alchemist | Actor | Alchemist | Administrator |
| 2 | Armorer | Alchemist | Anvilsmith | Alchemist |
| 3 | Baker | Armorer | Armorer | Beekeeper |
| 4 | Barber | Birdcatcher | Barber | Bellsmith |
| 5 | Blacksmith | Bladesmith | Blacksmith | Bottler |
| 6 | Butcher | Bookbinder | Brewer | Candlemaker |
| 7 | Carpenter | Cartographer | Cheesemonger | Cook |
| 8 | Cobbler | Distiller | Cooper | Dairy Farmer |
| 9 | Cook | Dockmaster | Devler | Eggler |
| 10 | Diplomat | Falconer | Fabricator | Engraver |
| 11 | Excavator | Fisherman | Fishmonger | Forager |
| 12 | Farmer | Goldsmith | Glasswright | Forester |
| 13 | Fisherman | Hunter | Goldsmith | Gaffer |
| 14 | Goldmsith | Ivory Worker | Hammersmith | Hound keeper |
| 15 | Herder | Jeweler | Ice farmer | Hunter |
| 16 | Jester | Lamplighter | Iron monger | Kegmaster |
| 17 | Jeweler | Luthier | Launderer | Lamp Lighter |
| 18 | Locksmith | Messenger | Miller | Luthier |
| 19 | Merchant | Navigator | Miner | Mason |
| 20 | Miller | Phlembotomist | Mineralogist | Miller |
| 21 | Navigator | Rugmaker | Naturalist | Pewterer |
| 22 | Painter | Saddlemaker | Quarrier | Quilter |
| 23 | Rat catcher | Sailor | Riveter | Reeder |
| 24 | Soldier | Silversmith | Salter | Roper |
| 25 | Stonemason | Surgeon | Silversmith | Scribe |
| 26 | Tailor | Tanner | Skinner | Seamster |
| 27 | Tavern Keeper | Underwriter | Stone mason | Tinsmith |
| 28 | Tax Collector | Winemaker | Tobacco spinner | Townwatch |
| 29 | Watchman | Yeoman | Wine merchant | Wheelwright |
| 30 | Weaver | Zoographer | Wool winder | Yeoman |

# Optional Races

## Lizardfolk

* Deep knowledge of reptilians, aquatic life, aquatic plants.
* Cold blooded, 3 in 6 chance to hide in plain sight versus dark vision.
* Stealthy, may move silently on a 2 in 6
* Recommended Human or Elf backgrounds

## Beastfolk

* Fur covered humanoids with heads of *any* animal; may have tails.
* Permanent +1 to strength **or** dexterity ability scores.
* Listen checks succeed on a 3 in 6.
* Recommended Human or Elf backgrounds

## Mushroomfolk

* Very knowledgeable on fungi, plants, and moist ecosystems.
* Dark vision: black and white thermal vision
* Upon 4th, 8th, and 12th levels, gain +1 to strength ability score.
* Recommended Dwarf or Halfling backgrounds

## Expanded Backgrounds

* Additional backgrounds that can be rolled on by any race.

| Roll | Background | Roll | Background |
| --- | --- | --- | --- |
| 1 | Actuary | 16 | Hosier |
| 2 | Anchorsmith | 17 | Iron monger |
| 3 | Appraisor | 18 | Irrigator |
| 4 | Artificer | 19 | Kilm master |
| 5 | Barrister | 20 | Lumberjack |
| 6 | Brazier | 21 | Maid |
| 7 | Burgler | 22 | Midwife |
| 8 | Clerk | 23 | Notary |
| 9 | Courtier | 24 | Rustler |
| 10 | Dyer | 25 | Scout |
| 11 | Factor | 26 | Surveyor |
| 12 | Fletcher | 27 | Town Crier |
| 13 | Geometer | 28 | Wagoner |
| 14 | Haberdasher | 29 | Wet nurse |
| 15 | Hatmaker | 30 | Wharfmaster |

# Classes

* There are four classes, within each two paths.
* One path is one toward law, the other toward chaos.

## Hitpoints

* First level, you acquire maximum hit points (4, 6, or 8)
* Every following level, roll your class’ hit die and add the result to your HP.
* Each class has a specific maximum hit die allowed.
* Add for you CON modifer to all levels gained.

## Experience Requirements

| Level | XP Req |
| --- | --- |
| 1 | 0 |
| 2 | 2,000 |
| 3 | 4,000 |
| 4 | 8,000 |
| 5 | 16,000 |
| 6 | 32,000 |
| 7 | 64,000 |
| 8 | 120,000 |
| 9 | 240,000 |

## The Crusader & The Marauder

* Hit Die per level : d8, max at 9th
* May wear any armor and use any weapons
* Crusaders: +1 on their first attack in an encounter, or +2 if they charge into battle.
* Marauders: Once per encounter, gain a free attack in the same round after killing a foe.

| Level | Attackk Bonus | Attacks per turn | Spell Save |
| --- | --- | --- | --- |
| 1-3 | +0 | 1 | 4 |
| 4-6 | +2 | 2 | 6 |
| 7-9 | +5 | 3 | 8 |
| 10-12 | +7 | 4 | 10 |
| 13+ | +8 | 5 | 12 |

## The Hunter & The Barbarian

* Hit Die per level : d8, max at 8th
* May not wear plate armor.
* Hunters may stalk, track, or sneak successfully on a 3 in 6 chance; at 5th level this becomes a 5 in 6 chance.
* Barbarians, when at half or lower health, gain an additional attack each combat round. At 5th level this is 2 extra attacks.

| Level | Attackk Bonus | Attacks per turn | Spell Save |
| --- | --- | --- | --- |
| 1-3 | +0 | 1 | 5 |
| 4-6 | +1 | 1 | 7 |
| 7-9 | +2 | 2 | 9 |
| 10-12 | +3 | 3 | 11 |
| 13+ | +5 | 4 | 13 |

## The Devout & The Forlorn (wayward?)

* Hit Die per level: d6, max 8th
* May wear any armor or shields.
* The Devout may only use blunt weapons, the forlorn may only use sharp weapons.
* The Devout: Once per day, with a prayer, 2 in 6 chance to recover one spell slot.
* The Forlorn: May raise one corpse from the dead, 1HP, for 1d4 rounds; Can deal 1 damage on a hit

| Level | Atk Bonus | Attacks | Spell Save |
| --- | --- | --- | --- |
| 1-4 | +0 | 1 | 5 |
| 5-8 | +2 | 1 | 8 |
| 9-12 | +5 | 2 | 11 |
| 13+ | +7 | 2 | 13 |

### Holy Spells

| Level | 1 | 2 | 3 | 4 | 5 |
| --- | --- | --- | --- | --- | --- |
| 1-2 | 1 |  |  |  |  |
| 3-4 | 2 | 1 |  |  |  |
| 5-6 | 2 | 2 | 1 |  |  |
| 7-8 | 2 | 2 | 2 | 1 |  |
| 9-10 | 3 | 3 | 3 | 2 | 1 |

## The Wizard & The Warlock

* Hit Die per Level: d4, max at 11th

| Level | Atk Bonus | Attacks | Spell Save |
| --- | --- | --- | --- |
| 1-5 | +0 | 1 | 5 |
| 6-10 | +2 | 1 | 8 |
| 11-15 | +5 | 1 | 12 |
| 16+ | +7 | 1 | 17 |

### Magical Spells

| Level | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1-2 | 2 |  |  |  |  |  |
| 3-4 | 4 | 2 |  |  |  |  |
| 5-6 | 4 | 2 | 1 |  |  |  |
| 7-8 | 4 | 3 | 2 | 1 |  |  |
| 9-10 | 4 | 4 | 3 | 3 | 1 |  |
| 11-12 | 5 | 4 | 4 | 4 | 3 | 1 |
| 13-14 | 5 | 5 | 5 | 4 | 4 | 3 |
| 15-16 | 5 | 5 | 5 | 5 | 5 | 5 |

### Familiars & Demons

* Familiars are willing to follow commands, but are not willing to cause harm
* Demons ignore direct commands unless they cause havoc.

| Caster Level | Familiar Traits | Demon Traits |
| --- | --- | --- |
| 1 | May follow simple commands | May cause distractions & disruptions |
| 2 | Understands intelligent commands | May cause minor destruction or harm |
| 3 - 4 | May communicate via telepathy | May communicate via telepathy |
| 5 - 6 | 1/day, may be a source of clairaudience **or** clairvoyance |  |

## The Vagabond & The Brigand

* Hit Die per level: d4, max at 10th
* Back stab: when silent and behind an enemy, +4 to attack and damage is modifed by a multiplier.

| Level | Atk Bonus | Attacks | Spell Save | Back Stab Damage |
| --- | --- | --- | --- | --- |
| 1-4 | +0 | 1 | 5 | Double Damage |
| 5-8 | +2 | 1 | 7 | Triple Damage |
| 9-12 | +5 | 2 | 10 | Quad Damage |
| 13+ | +7 | 2 | 12 | 5x Damage |

### Thief Skills

* Always 1d10, success is on equal to or lower
* Thieves may climb any vertical surface and succeed on a 9 in 10.
* At higher levels, when skills reach 10, there is still a chance of failure; DM rolls 1d20, on a 1 the thief fails.
* Other classes may attempt these types of tasks but succeed on a 1 in 6, unless your DM rules otherwise.

| Level | Locks & Traps | Pickpocket | Move Silently | Hide | Listen |
| --- | --- | --- | --- | --- | --- |
| 1-2 | 2 | 3 | 3 | 2 | 3 |
| 3-4 | 3 | 4 | 4 | 3 | 5 |
| 5-6 | 5 | 5 | 5 | 4 | 5 |
| 7-8 | 6 | 7 | 7 | 6 | 6 |
| 9-10 | 8 | 8 | 9 | 8 | 6 |
| 11-12 | 9 | 9 | 10 | 9 | 8 |
| 13+ | 10 | 10 | 10 | 10 | 8 |

## The Noble & The Outcast

## The Soothsayer & The Mysitc

# Equipment

Weaponry

1 Handed Weapons - Allow for the wielding of shields

# Combat

Combat is side versus side, not individual.

## Order of Combat

For each step, one side performs thier actions and then the other.

1. Initiative: Player side rolls 1d6, on a 1-3 they go first, on a 4-6 DM goes first.
2. Movement,
   * Any character not in **melee** may move up to their maximum movement.
   * Characters in melee may move backwards defensively or fully retreat
3. Missile weapons, bows & cross bows are fired.
4. Melee, those in melee may attack.
5. Spells are cast

## Options in Melee

* Attack, roll 2d6 to hit either a humanoid or monster
* Parry, roll 2d6 to attempt defense
* Retreat, no attacks full movement, enemies gain +2 to attacks against you.

## 2d6 Combat

1. Determine your target, if you are parrying or attacking, then roll 2d6
2. Apply either modifers from the humanoids Weapons v. armor table or the monster natural armor table
3. Sum the total then review the following table

| Roll | Vs. Humanoids | Vs. Monsters | Parry Action |
| --- | --- | --- | --- |
| 2 | fumble | fumble | failure / miss |
| 3 to 7 | miss | miss | Thwart 1 attack, half dmg |
| 8 to 10 | hit | hit | Thwart 1 attack, all dmg |
| 11 | hit or trip\* | hit or disable limb | deal 1 damage |
| 12 | double damage | double damage | deal 2 damage |

\* missle weapons cannot trip

### To-Hit Roll Modifier Table - Weapons Versus Armor - Humanoids

| Weapon | No Armor | Leather | Chain | Plate |
| --- | --- | --- | --- | --- |
| 1h sharp | +2 | +1 | 0 | -3\* |
| 1h blunt | +2 | +1 | +1 | +2 |
| 2 handed | +2 | +2 | +2 | +2 |
| Pole\*\* | +2 | +2 | +1 | 0 |

\* if enemy is prone, +5

\*\* can be braced against charging enemies for double damage

### Vs. Monsters

Against monsters with natural armor, use this translation

| AC | Mod |
| --- | --- |
| 19, 20 | -5 |
| 17, 18 | -4 |
| 15, 16 | -3 |
| 13, 14 | -2 |
| 11, 12 | -1 |
| 9, 10 | 0 |

### 2d6 casting in combat

| Rolls | Casting Effect |
| --- | --- |
| 2 | spell fails |
| 3, 4 | effects delayed by 1 turn |
| 5 to 9 | normal |
| 10, 11 | improved |
| 12 | cast, but not forgotten |

# Death

## Sacrifices in the Face of Death

* Upon being hit successfully, but before damage is rolled, characters may may a sacrifice to prevent damage.
* If you get limbs, roll 1d4 to determine what has been broken.
* If your limb is severed you pass out, and are at 0 HP.
* If you get “Organs” you pass out, and are at 0 HP.

| Roll | Sacrifice | Effect |
| --- | --- | --- |
| 1 | Shield | Your shield is destroyed; if without, reroll. |
| 2 | Helm | Your helm is destroyed; if without, reroll. |
| 3 | Armor | Your armor is destroyed; if without, reroll. |
| 4 | Limb | Broken, 30 days to heal, see below. |
| 5 | Organs | Suffer a permanent effect, see below. |
| 6 | Life | Roll for damage, death at -1 HP. |

| Roll | Limbs | Organs | Damaged Organ Effect |
| --- | --- | --- | --- |
| 1 | Hand | Eye | Blinded in 1 eye |
| 2 | Arm | Lung | Can no longer run from combat |
| 3 | Leg | Liver | Can no longer drink or carouse |
| 4 | Severed, roll again | Heart | Death. |

## Zero Hit Points

* Death occurs when brought below 0 HP.
* If you are at 0, you are considering dying.
* Dying characters must be **stabilized** within **3 combat rounds** to avoid death.
* **Stabilization** requires either magical healing or a successful insight check by another character.
* If a character attempts to stabalize a dying character, they may not perform any other actions this round.

## how did thoust die

2 to 12, bonues for next character heroerically, villanously

# Hirelings

# Dungeon Crawl Procedures

* Time exploring dungeons is kept track in turns, each turn is 10 minutes.
* Within a turn,

# Hex Crawl Procedures

## Travel Procedure

1. Start with 6 travel points
2. Roll for weather, reduce points for rain, snow, or high heat.
3. If hunting or gathering expend points.
4. Party determine direction; if on neither road nor trail, roll lost check.
5. Begin Travel, spend points for each new hex.
6. **Optional**, search a hex, spend 3 points.
7. Once you have spent 6 points, sundown occurs.
8. You may continue at a cost of -1 point and 2 hours of time.

## Weather Rolls

Roll 1d6 to determine the weather for the day.

| Roll | Spring | Summer | Fall | Winter |
| --- | --- | --- | --- | --- |
| 1 | Cold | Very Hot | Cold | Very cold |
| 2 - 4 | Clear, warm | Hot, Clear | Clear, chilly | Cold |
| 5 | Rain | Rain | Rain | Snow |
| 6 | Heavy Rain | Heavy Rain | Snow | Heavy snow |

## Weather Effects on Travel

* Poor weather will reduce the party’s travel points per day.
* Wet and snowy weather effects camping negatively.
* Wet and snowy weather effects gathering firewood negatively.

| Weather | Travel | Camping | Firewood |
| --- | --- | --- | --- |
| Clear | No Effect | No Effect | No Effect |
| Cold | No Effect | -1 Point | No Effect |
| Very Hot | -1 Point | No Effect | No Effect |
| Rain | -1 Point | -1 Point | -1 Bundle |
| Heavy Rain | -2 Points | -2 Points | -2 Bundles |
| Snow | -1 Point | -3 Points | No Effect |
| Heavy Snow | -2 Points | -3 Points | -1 Bundle |

## Hunting and Gathering

* Hunting or gathering can be done by 1 or more character, but takes time.
* If the party is searching the hex, only 1 character may hunt or gather.
* Hunting requires a ranged weapon.
* Hunting or gathering always yields results, for each character doing so.

| Activity | Travel Points | Rations Gained |
| --- | --- | --- |
| Hunting | 3 | 1d6 + 2 |
| Gathering | 1 | 1d4 |

## Getting Lost

* Not applicable if on a road or trail.
* Roll 1d6, if you roll a 1, you are lost.
* If you are lost, roll 1d6 on table below, note the effect.

| Roll | Reason | Effect |
| --- | --- | --- |
| 1 | Equipment | -1 Travel Point |
| 2 | Weather | -1 Travel Point |
| 3 - 5 | Terrain | -2 Travel Points |
| 6 | Encounter | Roll an Encounter |

## Travel Points

* A Point system is the easiest way to keep track of movement through hexes.
* A party has 6 movement points per day; to be spent on travel or searching.
* You expend travel points immediately when entering a new hex.
* Searching a Hex uses 3 points and uncovers all hidden features. It requires nearly the whole party; 1 character is allowed to hunt or forage instead.
* Sundown occurs once the party uses 6 points, assuming they start at dawn.
* For every point over 6, the party loses 2 hours of time & takes -1 on camping.
* On horseback may mean riding or walking along them, per the terrain.
* On horseback speeds require that everyone in the party has a horse.

| Terrain | On Foot | On Horseback |
| --- | --- | --- |
| Roads & Trails | 2 | 1 |
| Plains & Coasts | 2 | 2 |
| Forests & Hills | 3 | 2 |
| Mountains | 5 | 4 |
| Swamps | 6 | 6 |
| Desert, Tundra | 6 | 3 |

## Horseback Travel

* On Horseback travel bonuses require the entire party to have horses.
* Feed for a single horse costs 1g per 5 days of travel.
* A horse may carry one person & their personal gear, plus 250 lbs. of items.
* Optionally, a horse may carry two people and their personal gear.

## Camping & HP Recovery

* A good camp and nights rest will recover hit points
* Total the points based on the below table, gain that HP overnight
* HP gained bottoms out at 0, you cannot lose HP overnight due to weather.
* One person per **Bedroll** and two people to a **Tent**.
* A **Campfire** requires dry firewood, that can be gathered.
* **Story telling** requires a successful charisma check

| Action or Items | Effects | Weather | Effects |
| --- | --- | --- | --- |
| Bedroll | +1 Camp | Rain or Cold | -1 Camp |
| Tent | +1 Camp | Heavy Rain | -2 Camp |
| Campfire | +1 Camp | Snow | -3 Camp |
| Storytelling | +1 Camp | Heavy Snow | -3 Camp |

## Campfire

* To gain +1 to camping, the party requires 4 bundles of firewood (8 hours).
* A fire overnight improves sleep & reduces chances for random encounters
* Searching for firewood takes 1 hour of time, can be done at camp.
* For each character that searches for firewood, gain 2d4 firewood bundles.
* The total bundles rolled / found is modified by terrain and weather below.

| Terrain | Firewood | Weather | Firewood |
| --- | --- | --- | --- |
| Roads or Trails | +1 bundle | Rain | -1 bundle |
| Plains or Coasts | +1 bundle | Heavy Rain | -2 bundles |
| Forests or Hills | +3 bundles | Heavy Snow | -1 bundle |
| Mountains | +2 bundles |  |  |
| Swamps | +1 bundle |  |  |

# Designing the Mythic Underworld

* The mythic underworld is the dungeon ecosystem that exists beneath civilizations existing, ancient, or dead.
* There are many entrances to the mythic underworld, this following is a guide to building out a dungeon.
* Don’t design every level at once, just the first level or two.

## Location & Entrance

Roll a d12 three times or choose what type of entrance this location will have.

| Roll | Location | Appearance | Structure |
| --- | --- | --- | --- |
| 1 | Forest | Weathered | Keep or Tower |
| 2 | Cavern | Overgrown | Castle |
| 3 | Grove | Disheveled | Standing Stones |
| 4 | Hillside | Ruins | Fortress |
| 5 | Mountain | Partly Collapsed | Tomb |
| 6 | Cliffside | Partly Hidden | Giant tree |
| 7 | Waterfall | Unearthed | Temple |
| 8 | Crater | Extravagant | Cemetery |
| 9 | Canyon | Ancient | Monastery |
| 10 | Field | Built Over | Gladiator Arena |
| 11 | Urban | Split in Two | Alien Monolith |
| 12 | Swamp | Erupted Upward | Prison |

## Layout and Rooms

The goal here is to develop a diagram of the dungeon, you can develop the floorplan later.

1. First, roll 1d6 to determine the number of overlays, these will be paths and corridoors.
2. Second, for each overlay roll 1d6 to determine its shape.
3. On a scratch paper, draw each of these shapes overlapping one another.
4. Next, roll 1d6 to determine the dice pool for rooms, then roll that pool and count the total.
5. Using this total, sketch out room locations, make them connect to or sit ontop the overlays.
6. Freely add any corridors to connect the rooms.

| Roll | Overlay Count | Shapes | Room Count | Factions |
| --- | --- | --- | --- | --- |
| 1 | 1 | Square | 2d4 | 0 |
| 2 | 1 | Rectangle | 1d6 + 1 | 1 |
| 3 | 2 | Triangle | 2d6 | 2 |
| 4 | 2 | Rhombus | 2d6 + 2 | 2 |
| 5 | 3 | Trapezoid | 3d6 | 3 |
| 6 | 3 | Circle | 3d6 + 3 | 4 |

## Strange Features & Traps