Wallet Dungeons

Create the dungeon by rolling a handful of d6s and assemble based on results:

⚀ **Dead End**: Cannot touch more than 1 die
⚁ **Passage**: Cannot touch more than 2 dice
⚂ **Split**: Cannot touch more than 3 dice
⚃ **Crossroads**: Can touch up to 4 dice
⚄ **Tower**: Stack all, must touch at least 2 dice
⚅ **Hall**: Merge all, can touch up to 4 dice

For each die, add its value to all neighboring dice to determine its **room**. Halls and Towers are single rooms with all their dice summed.

3. Quarters	14. Library
4. Jail	15. Arboretum
5. Sepulchre	16. Crypts
6. Statuary	17. Shrine
7. Store Room	18. Gallery
8. Courtyard	19. Workshop
9. Kitchen	20-22. Temple
10. Forge	23-25. Throne Room
11. Armory	26-28. Laboratory
12. Garden	29-31. Menagerie
13. Guard Post	32+. Labyrinth

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Place an entrance where it makes sense.

For extra **detail**, modify each room based on lowest/highest neighboring die.

⊡ ⊡ ⊡ = Highest ⊡ ⊡ ⊞ = Lowest
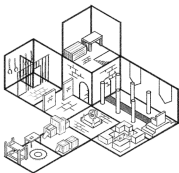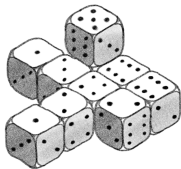⊡ Secret Exit ⊡ Ornate
⊡ Trapped ⊡ Pristine
⊡ Crumbling ⊡ Opulent
⊡ Flooded ⊡ Hidden Alcove
⊞ Damp ⊡ Locked

Roll an **encounter** in each room:
1. **Threat**: Active harm
2. **Obstacle**: Passive harm
3. **Nothing**: A moment of respite
4. **Nothing**: A moment of respite
5. **Opportunity**: Obstacle + Boon
6. **Boon**: Helpful or valuable

Tower: Roll an encounter for each floor, then order them from lowest to highest.
Hall: Roll an encounter for each die in the Hall and combine them.