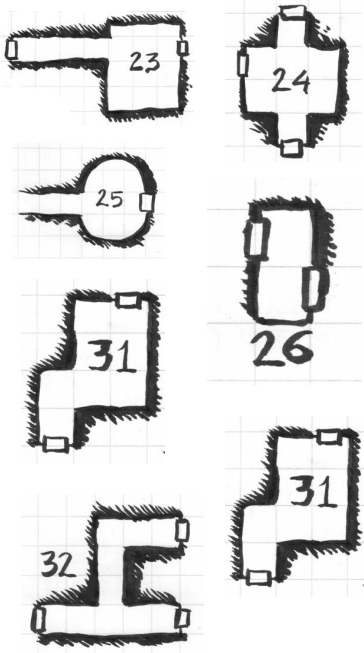
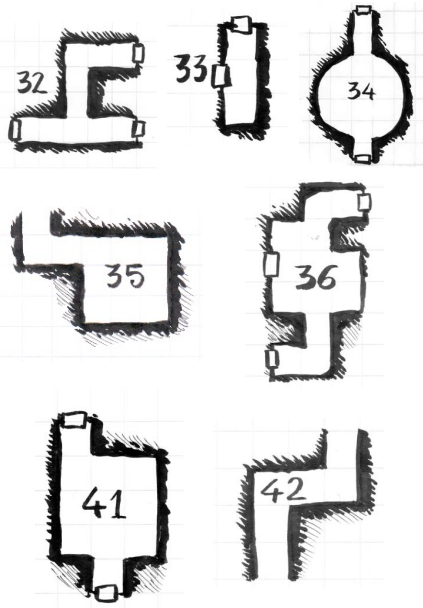


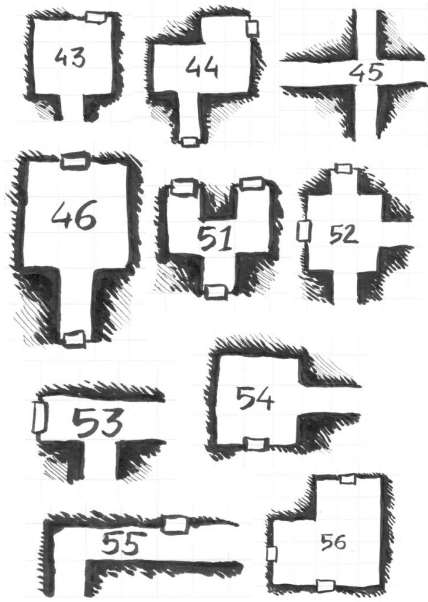
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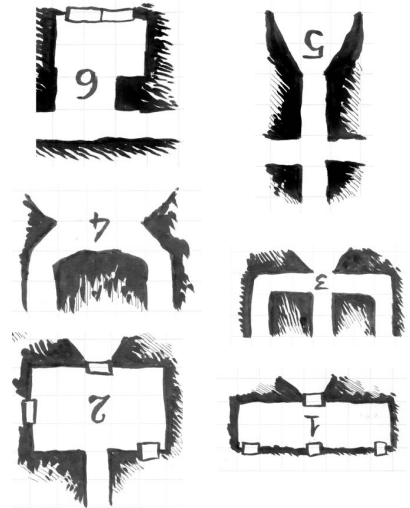


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Roll d6 to determine the entrance to your dungeon. Draw it at the center of the lower edge of your sheet. Then choose a door and roll d66 on the following two pages to generate a room.
Any room that is only one square wide is a corridor. Any room that is 2 or more squares wide is a room. This has a bearing in the game, as corridors are more likely to be empty.

Entrance Rooms

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1 Fountain: All wounded characters recover 1 Life the first time they encounter a fountain in an adventure; further fountains have no effect.

2 Blessed Temple: A character or your choice gains a +1 on Attack against undead monsters or demons. As soon as the character kills at least one undead or demon, the bonus is gone.

3 Armory: All characters can change their weapons if they want, within the limits of the weapons allowed to their character type. For example, a Warrior who was using a sword and shield may discard his shield and take a two-handed weapon, or exchanging his sword for a mace.

4 Cursed Altar: As you enter the room, an eerie glow emanates from a sinister altar. A random character is cursed and has now -1 on his Defense rolls. To break the curse, the character must either slay a boss monster alone, or enter a Blessed Temple (see 2, above), or have a Blessing spell cast on himself by a cleric.

5 Statue: you may leave the statue alone or touch it; if you touch it, roll d6. On a 1-3, the statue awakens and attacks your party (level 4 boss with 6 life points, immune to all spells; if you defeat it, you find 5d6 x 10 gold pieces inside). On a 4-6, the statue breaks, and you find 3d6 x 10 gold pieces inside.

6 Puzzle Room: the room contains a puzzle box. Its level is d6. You may leave it alone or try to solve it. For every failed attempt, the character loses 1 life. Wizards and rogues add their level to their puzzle-solving roll. If the puzzle is solved, the box opens; make a Treasure roll to determine its contents.

Special Feature Table (d6)

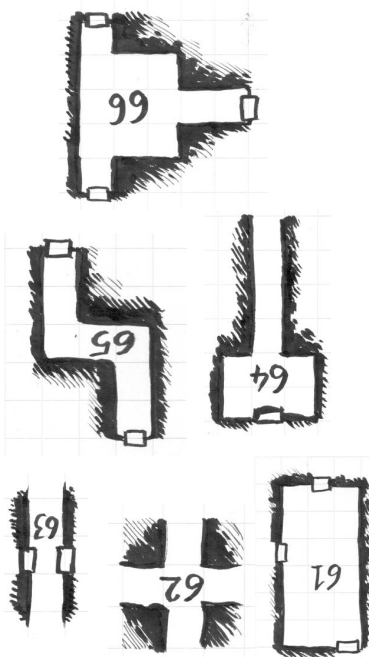
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When a room or corridor is empty, maybe it just appears so... You may search an empty room to determine whether there is something hidden. You might get lucky and find hidden treasures, or even clues to the darkest secrets of the dungeon. Rules for exploration are on p. 53. However, searching is a dangerous activity. The characters slow down, remove their helmets to see better, sheathe their weapons to inspect things, and their constant tapping on walls and floors may attract unwanted attention.

| Room Contents Table (2d6) |
|--|
| 2 Treasure found: roll on the Treasure table. |
| 3 Treasure protected by a trap: Roll on the Traps table and on the Treasure table. |
| 4 If corridor, empty. Otherwise, roll on the Special Events table. |
| 5 Empty, but roll on the Special Feature table. |
| 6 Roll on the Vermin table. |
| 7 Roll on the Minions table. |
| 8 If corridor, empty. Otherwise, roll on the Minions table. |
| 9 Empty. |
| 10 If corridor, empty. Otherwise, roll on Weird Monsters table. |
| 11 Roll on the Boss table. Then roll d6. Add +1 for every boss or weird monster that you have encountered so far in the game; if your total is 6+, or if the dungeon layout is complete, this is the final boss. |
| 12 Empty if corridor. Otherwise, the room is a small dragon's lair (see the Boss table for dragon rules). The small dragon counts as a boss and may be the final boss. |

Room Content

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As soon as your party or even a single character steps into a room or corridor, roll 2d6 on the Room Content table below.