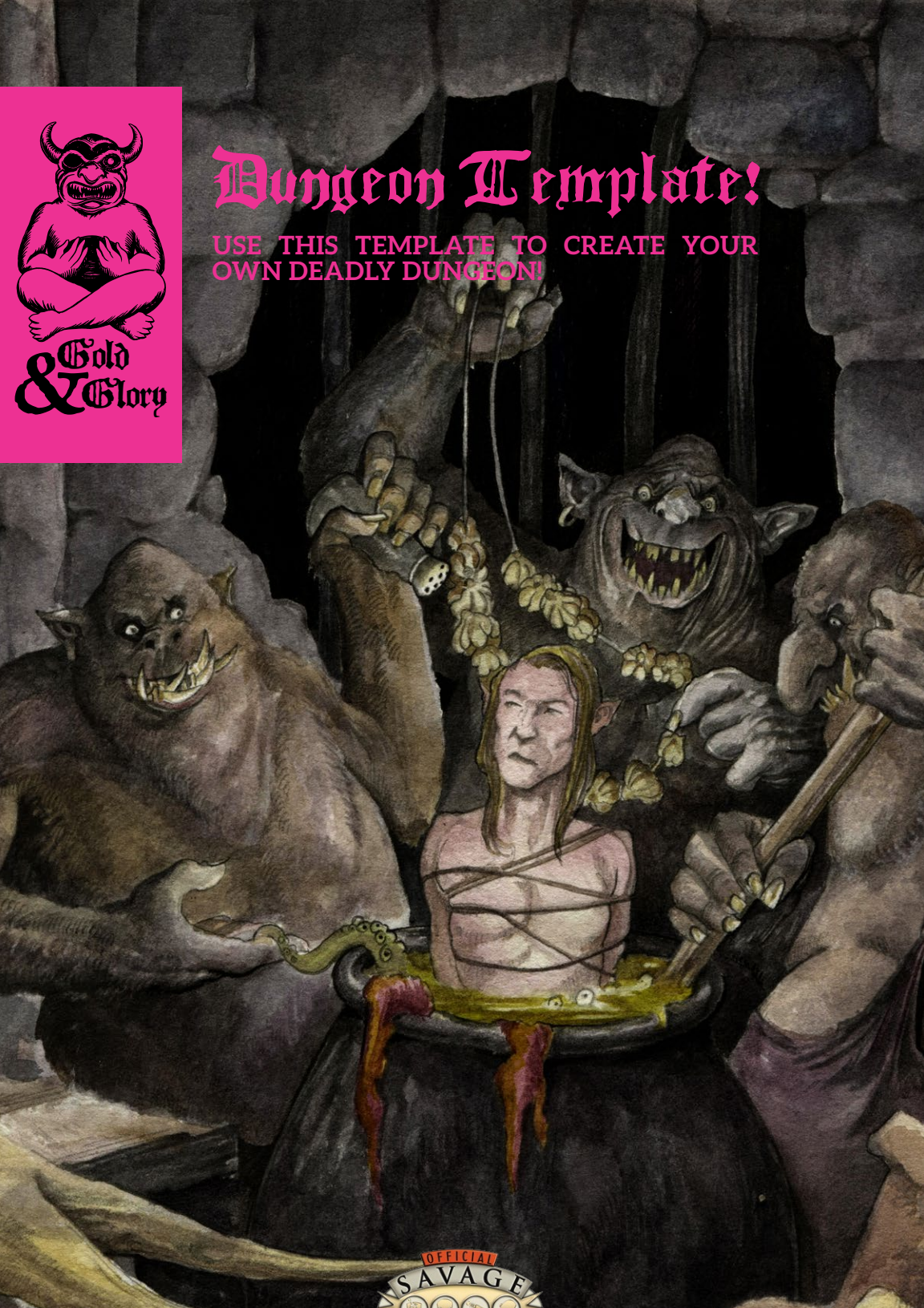


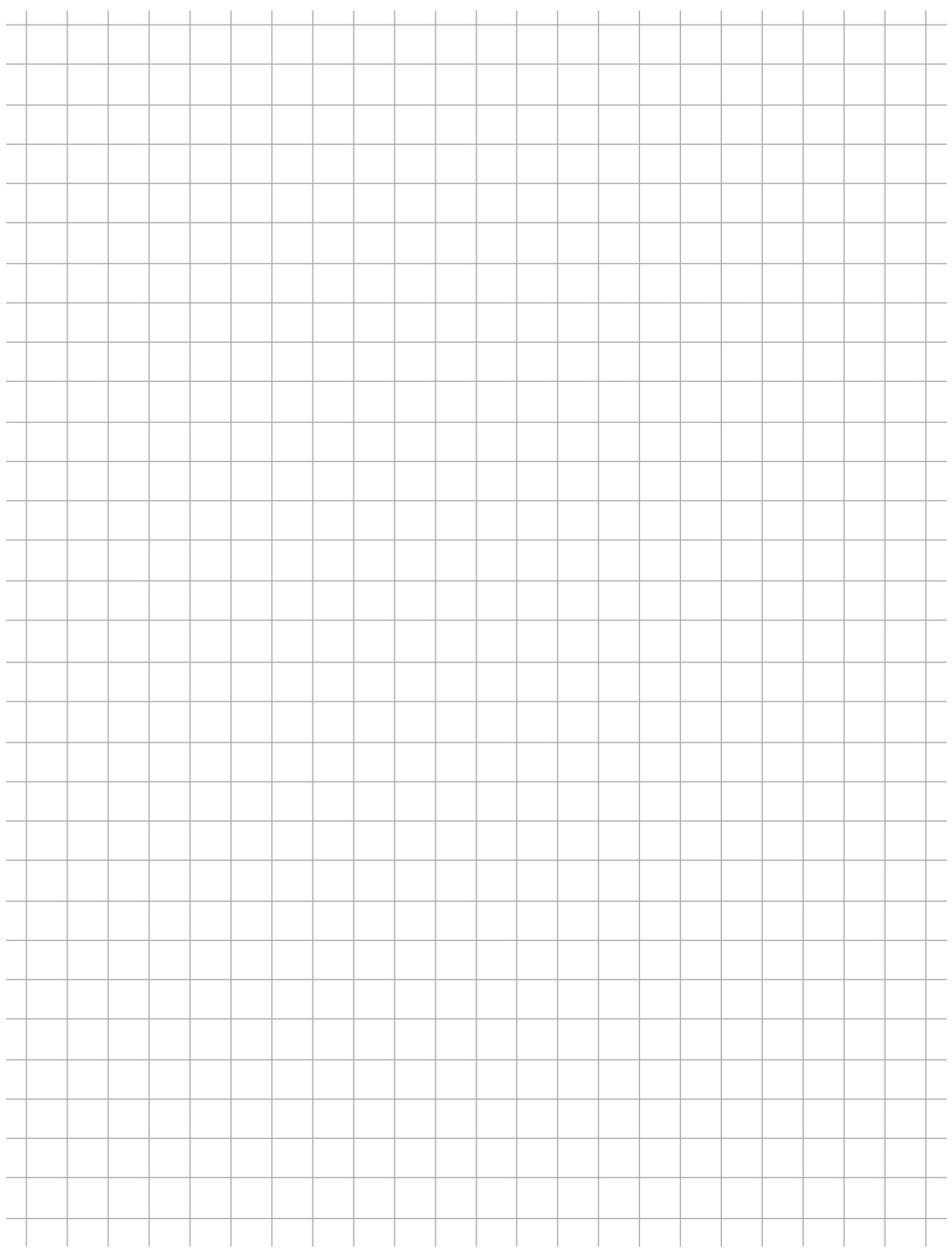


Gold  
& Glory

# Dungeon Template!

USE THIS TEMPLATE TO CREATE YOUR OWN DEADLY DUNGEON!





Draw here the map as you play



**The Story So Far**



## Rumors

Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d6.

1

2

3

4

5

6

## Books and Chronicles

Characters who research old libraries for information about the Moldy Caves can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d6.

1

2

3

4

5

6

## General Appearance

## Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

**Tip:** Use 5 to 9 for Monsters. Use 2 to 4 for traps and other types of hazards.



## Hazards

2

3

4

5

6

7

8

9

Unique, roll d6 or choose:

1

2

3

4

5

6

10



## Treasures

2

3

4

5

6

7

8

9

Unique treasures. Roll a d6 or choose:

1

2

3

4

5

6

10

**d12 or  
d20****Special Features**

Roll a d12 for narrow passages

Roll a d12 and a d20 for larger areas

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

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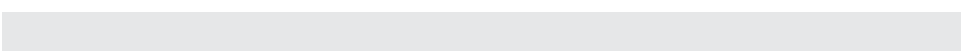
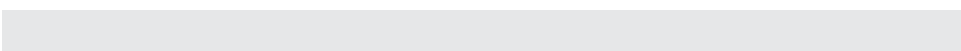
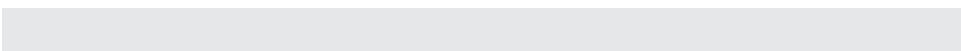
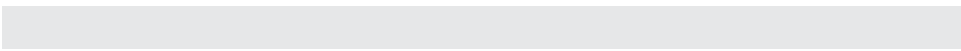
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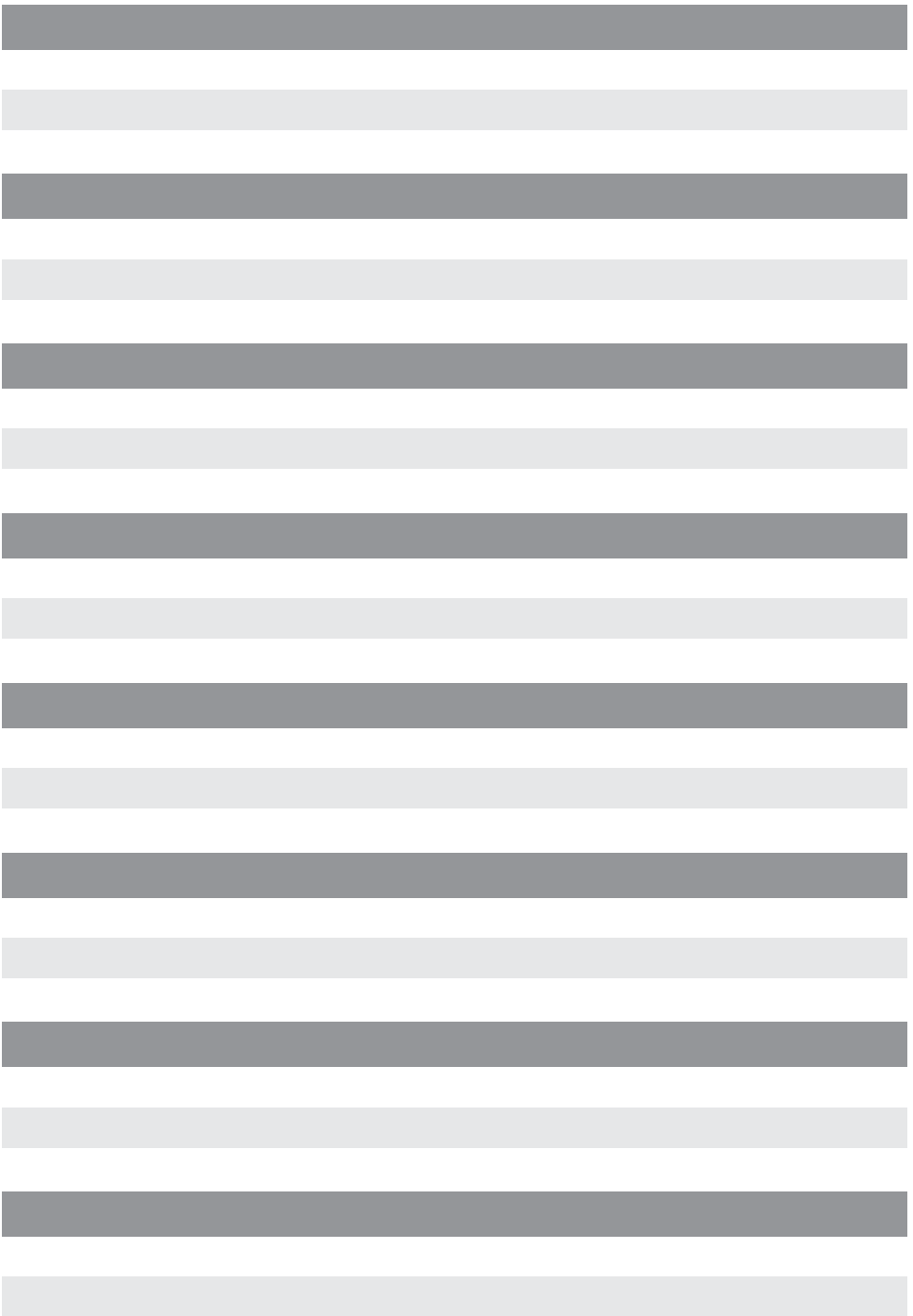
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Bestiary







Magic Items



