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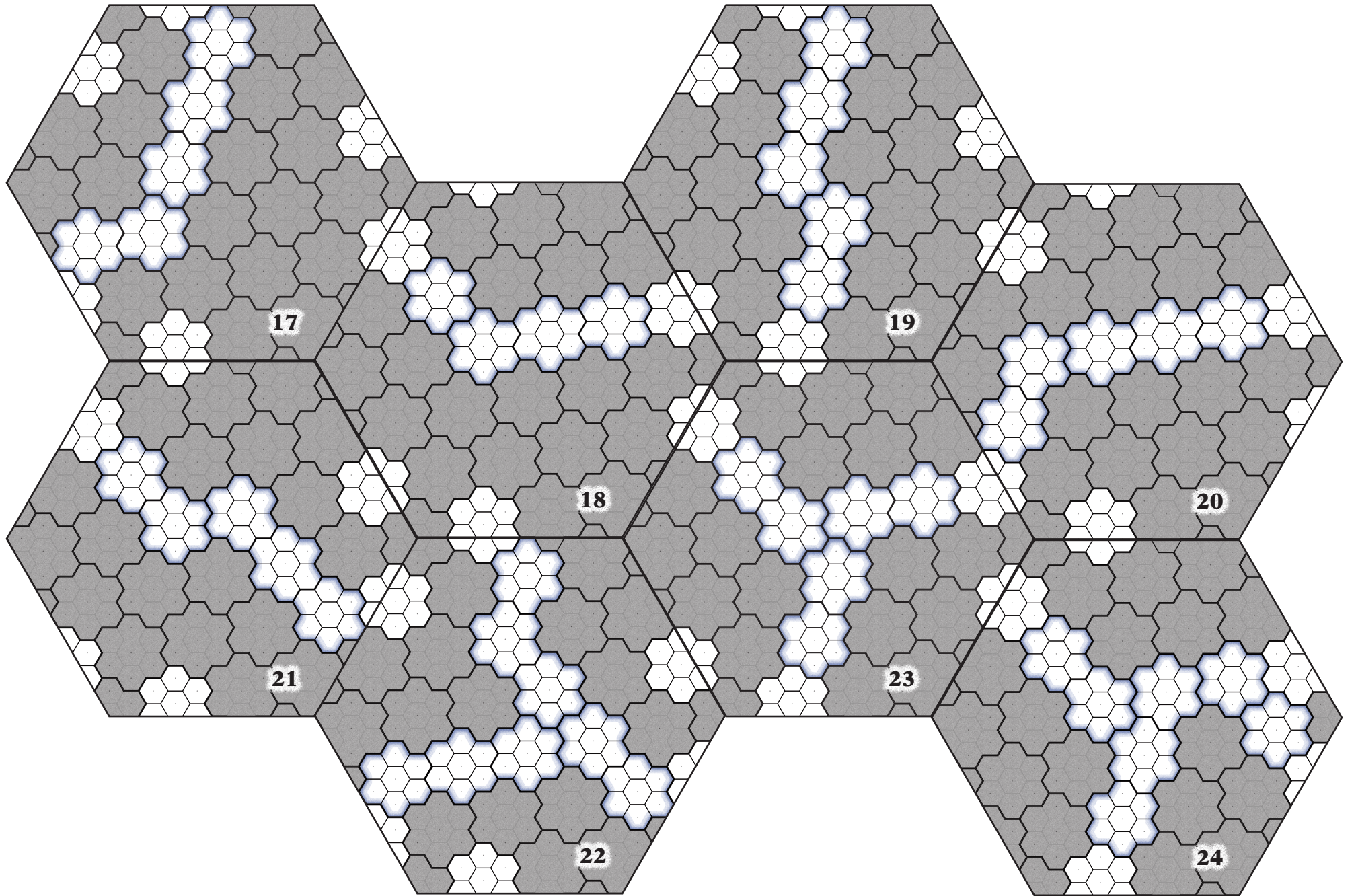
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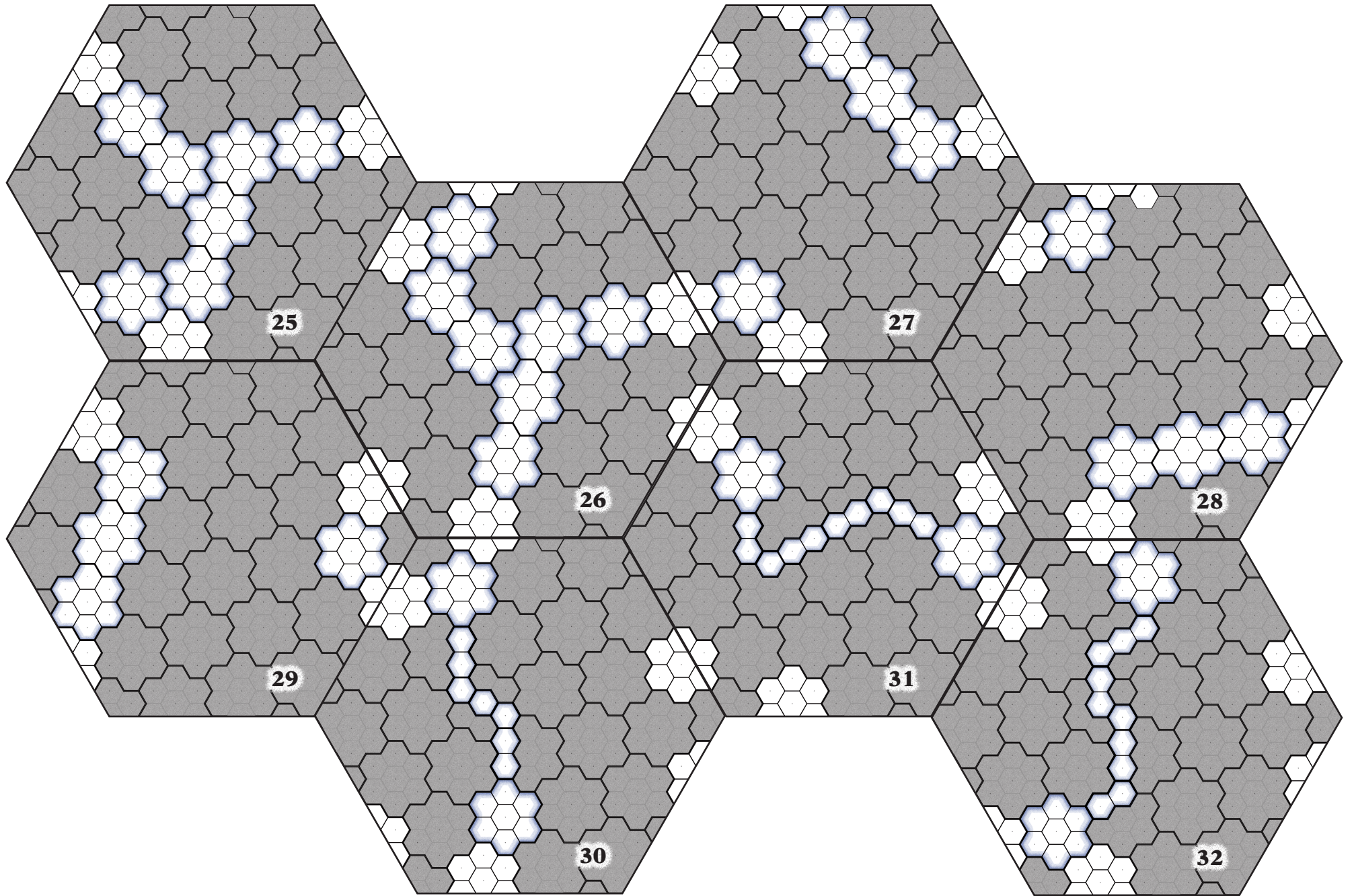
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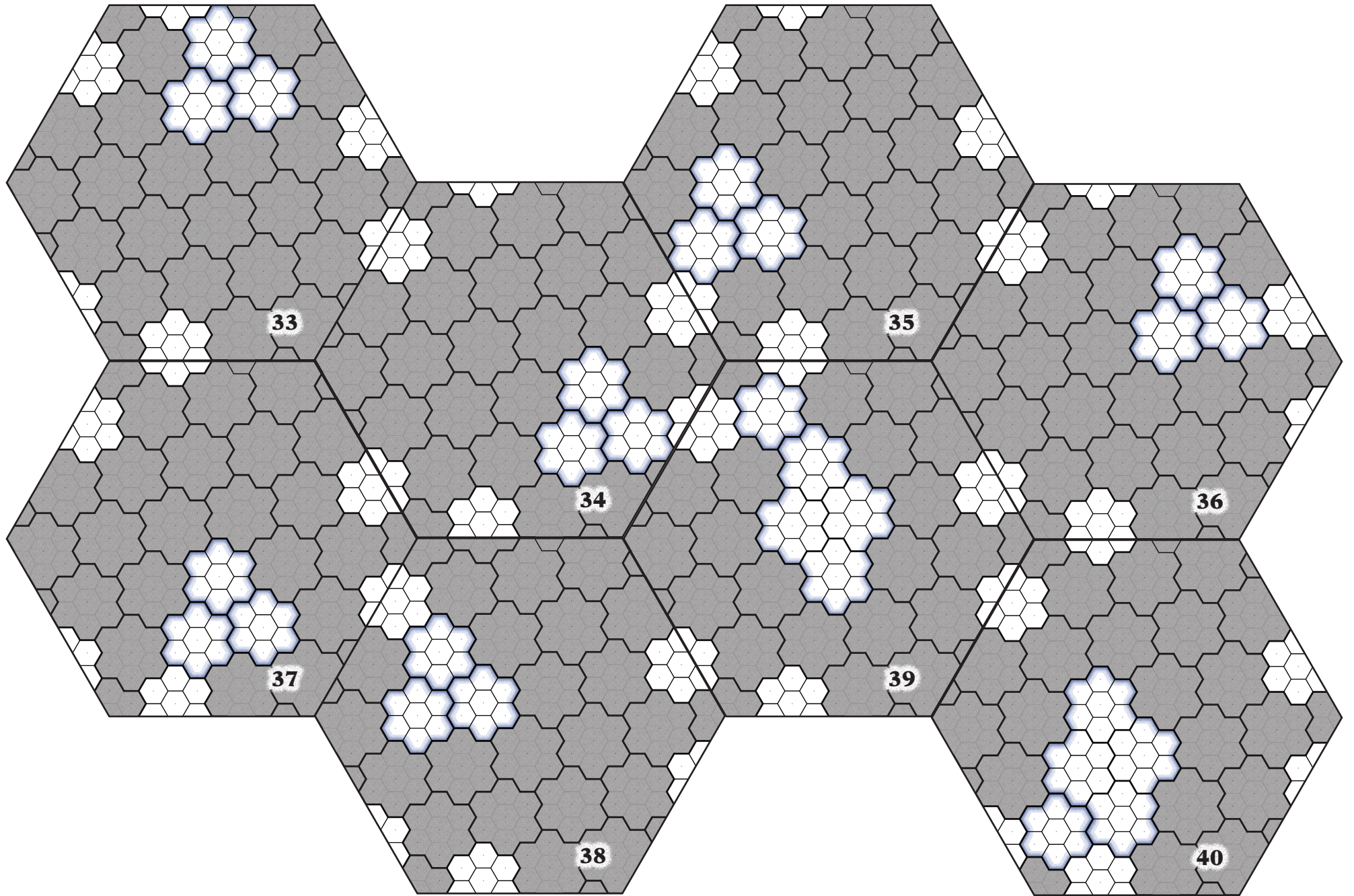
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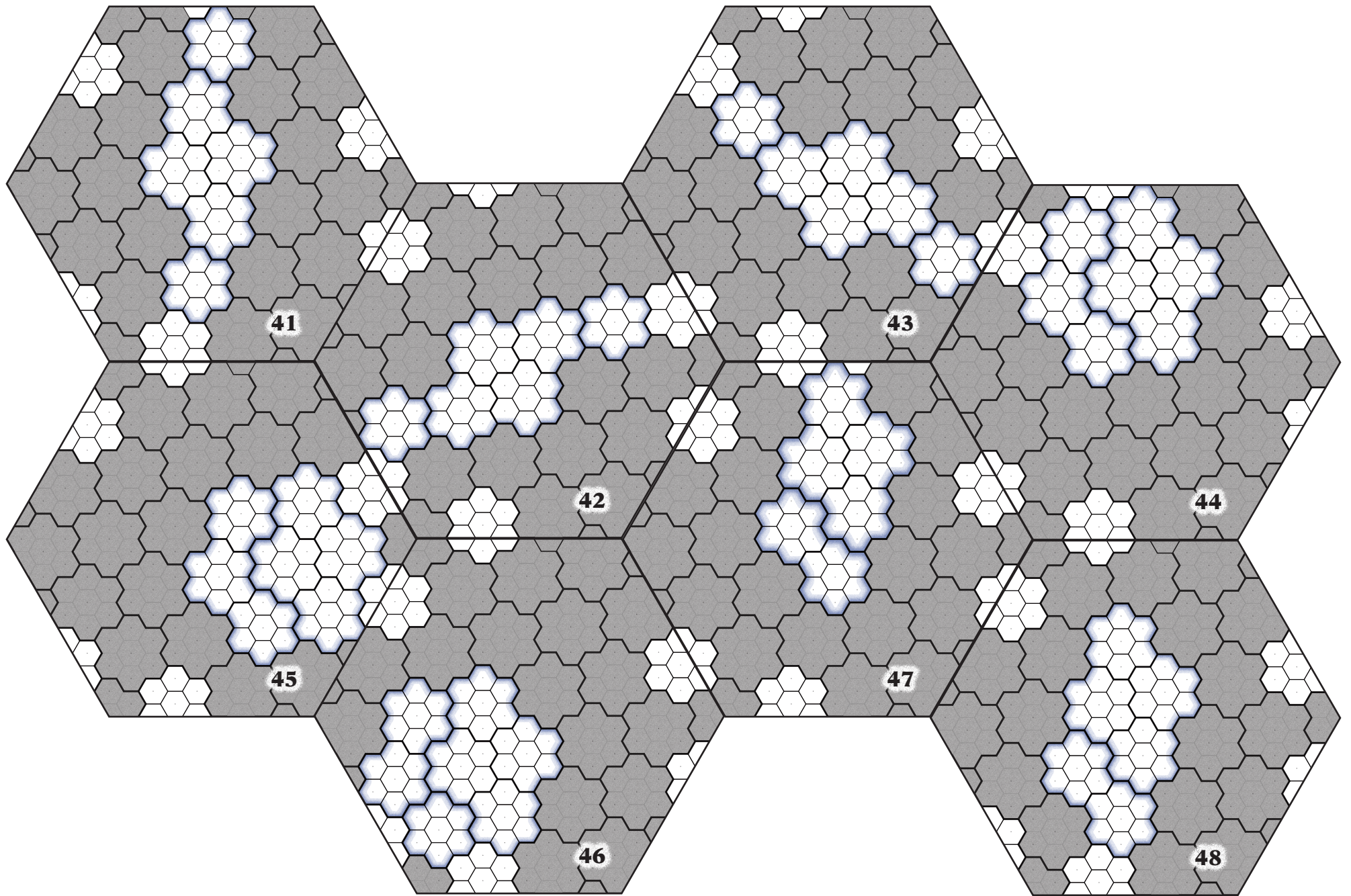
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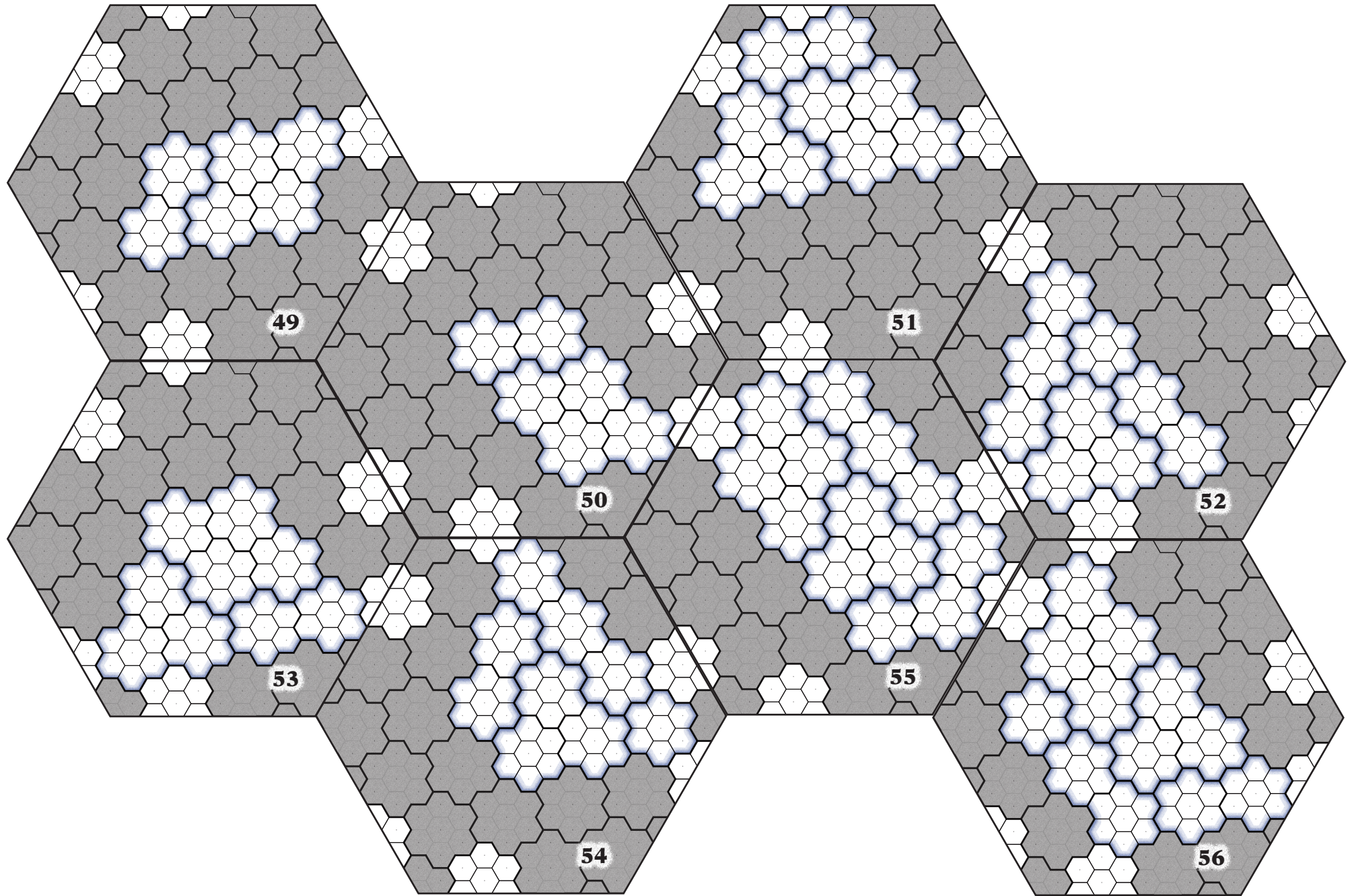
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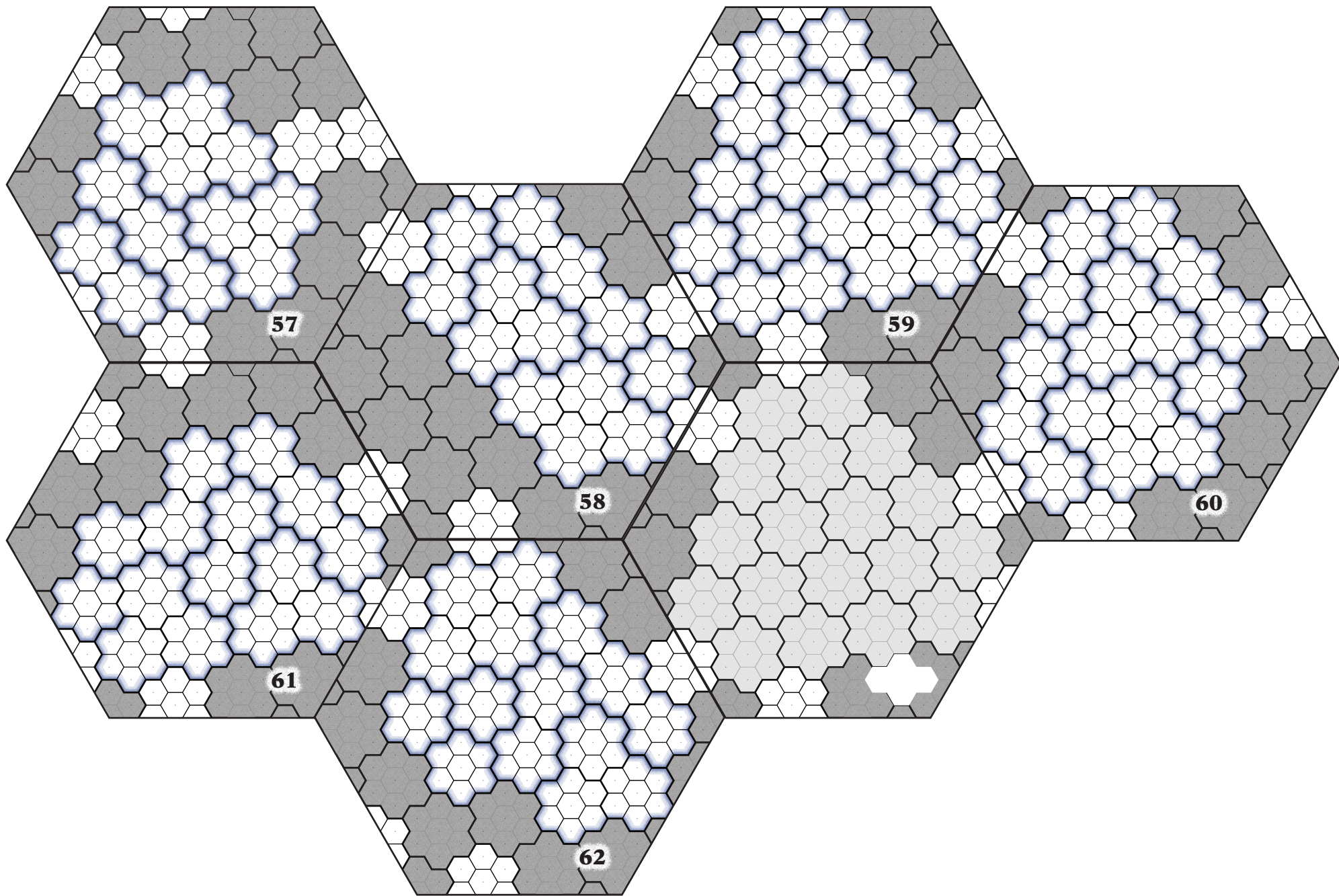
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Backs



LABYRINTH HEXES

These hexes show rooms and tunnels that use the shapes of the megahexes in the *Legacy Edition*, and can be built from those megahexes. Use them for inspiration, but feel free to vary when your imagination tells you that something should be different!

Use them in advance of the game, to draw your own map . . . or turn them over one at a time during the game and be as surprised as your players are!

Populate them as appropriate for your adventure and the strength of the characters. Here are some easy random tables to get you started:

Basic Features. For each labyrinth hex, roll two separate d6 on this table. (Or roll one if you want a sparse dungeon, or three if you want a busy one.) Put each feature where it looks interesting, and roll on the tables (over) for more detail.

BASIC FEATURES

Roll a d6:

- 1 – There is a stair or shaft to another level (see Level Changes Table).
- 2 – There is a door (see Door Table).
- 3 – There is a nuisance monster like a slime.
- 4 – There is a more formidable creature or creatures; set this according to the strength of the party.
- 5, 6 – Nothing special.

LEVEL CHANGES

Roll a d6:

- 1, 2 – Stairs up.
- 3, 4 – Stairs down.
- 5 – Shaft up.
- 6 – Shaft down.

DOORS

Roll a d6:

- 1, 2 – A closed door.
- 3 – An open door that could be closed.
- 4 – A locked door.
- 5 – A hidden door.
- 6 – The ruins of a door.

Instructions