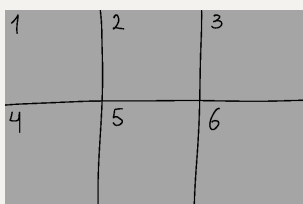


0. Floor

Draw a 3x2 Grid. Roll 1d6 to select your starting room. Set the remaining Rounds to 25.



Entering a Room pt 1

For each adjacent unexplored room roll 1d12. On a 7 or more there is a path to that room from the current room.

2. Check for Stairs

ROOMS REMAINING	DC
5	20
4	17
3	16
2	14
1	11
0	0

3. Room Type

1D8 ROOM TYPE

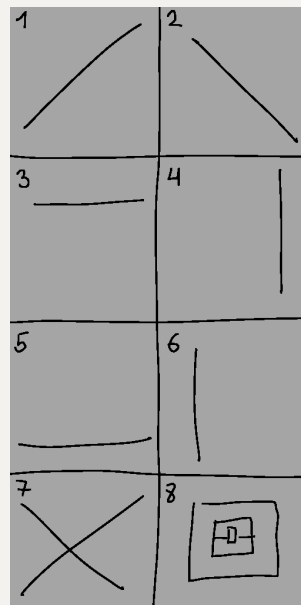
- 1 Sanctuary
- 2 Empty
- 3 Regular
- 4 Regular
- 5 Dummy
- 6 Treasure
- 7 Obstacle
- 8 Special

3E. Treasure

Has Treasure chest with two items: 1 Forage and 1 from dungeon. Also has 1d3 enemies.

3F. Obstacle

Roll 1d8 for the pattern of the obstacle.



Roll 1d6 for type of check. On fail take magic effort of dungeon type.

3A. Sanctuary

Monument, action to heal 1 ♥ + 5 SP.

3B. Empty

1d3-1 visible items.

3C. Regular

1d4-2 visible items.
1d3 enemies.

3D. Dummy

Hallway with nothing visible.

3G. Special

Roll 3 words and make something up.