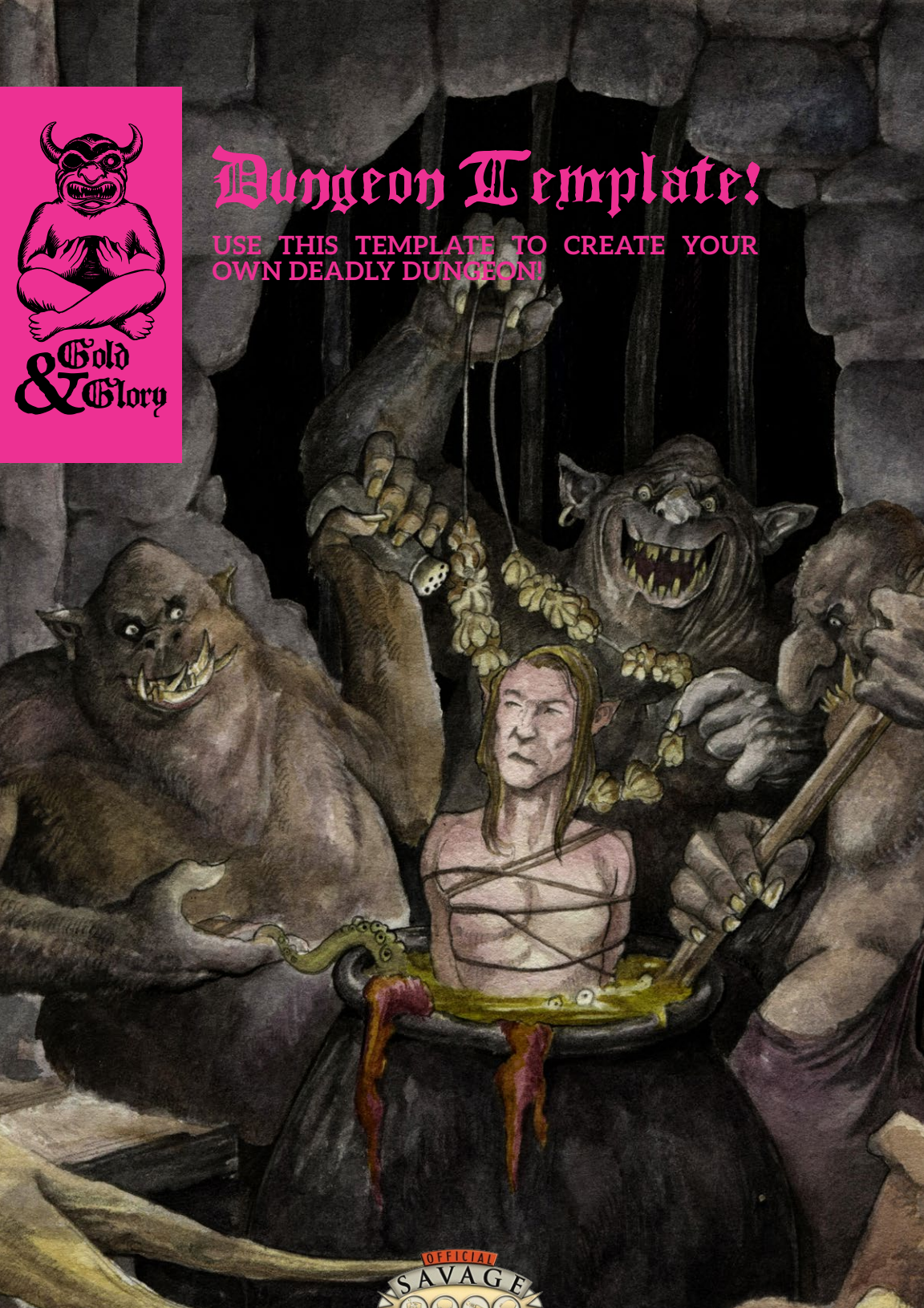




# Dungeon Template!

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

10

3

4

5

6

**d12 or  
d20****Special Features**Roll a **d12** for narrow passagesRoll a **d12** and a **d20** for larger areas

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Bestiary



## Magic Items





Gold  
& Glory