

QUEST

Write down the REASON to enter into the dungeon - connect it to the REWARD

Room 1

Should be HARD to enter or something should be GUARDING it

Room 2

- Someone interesting with a DISCOVERY
- A puzzling problem with a DISCOVERY

Room 3

- Should have some sort of MONSTER, TRAP or HAZARD

Room 4

- This is where the VILLAIN dwells
- The villain is either STRONG, FAST or a SPELLCASTER
- The villain has SERVANTS
- The room has a HAZARD
- The room has a REWARD

Room 5

- A great place to find the REWARD or DISCOVERY and maybe a new QUEST!


Roll a d6	DISCOVERY	REWARD
1		
2		
3		
4		
5		
6		

6 MONSTER, TRAPS and HAZARDS (this is what protects the dungeon!)

Roll a d6	MONSTER	TRAP	HAZARD
1			
2			
3			
4			
5			
6			

Think up a VILLAIN, their POWERS and SERVANTS (they want the REWARD or DISCOVERY)

VILLAIN
POWERS
SERVANTS

 *Notes*