

Dungeon Design

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Grab a pencil d4, d6 and d12 and roll to design your dungeon. You may come up with your own ideas. Once all of your answers are recorded, you may begin drawing out the dungeon on the grid map paper.

What is the dungeon?

1 castle prison	2 sea cave	3 hollow tree	4 sunken ship	5 old mansion	6 basement
7 sewers	8 wizard tower	9 lizard temple	10 a tomb	11 town well	12 old mine

What is the reason to enter?

1 Stop monsters from escaping	2 Escape from a prison in the dungeon	3 Clean out a dungeon before moving in	4 Retrieve a jewel from the center of the dungeon	5 Convince the villain to turn off a magical device
6 Map out the dungeon	7 Capture a runaway criminal	8 Destroy a monster's nest	9 Help a wizard to turn off a portal	10 Rescue a prisoner

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Why is the entrance challenging?

1 Swarms of hungry monsters live here	2 The entrance is protected by magic	3 The entrance has been ruined by the environment
4 The entrance is protected by a password	5 Soldiers working for the villain guard the entrance	6 The entrance is small, leaving little room for LOOT

Are there any secret entrances?

Why is the secret door hard to find?

1 Disguised by the environment	2 Far on the other side of the dungeon
3 Concealed by an illusion from the villain	4 Protected by an undefeatable monster

Who haunts the dungeon?

1 Werewolves	2 Giant Wasps	3 Aliens	4 Ghosts	5 Goblins	6 Fairies
7 Lizardmen	8 Oozes	9 Spiders	10 Zombies	11 Snakes	12 Orcs

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Who is someone interesting to meet?

1 Trader of Supplies	2 Priest of Healing	3 Runaway Pirate	4 Talking Unicorn
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What is something that provides mystery?

1 A gold key with a blue gem (goes with a blue lock)	2 A painting of a man missing eyes (eyes are lost)
3 A chest unable to be opened (without a key)	4 A necklace missing a gem (gem is stolen)

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Are there any traps?

1 Lightning Bolt	2 Sticky Poison	3 AutoLock Door	4 Sleeping Dart	5 Trap Door	6 Living Statues
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Is there a natural hazard?

1 Heavy Winds	2 Lava River	3 Rockslide	4 Poison Mushrooms	5 Choking Smoke	6 Slippery Stairs
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What is something bad that can happen in the dungeon?

1 Someone betrays you!	2 Skeletons come to life!	3 A bridge collapses!	4 The dragon wakes!
5 Supplies are stolen!	6 An earthquake blocks a door!	7 The dungeon floods with water!	8 Magic stop for the day

Who opposes the sojourners?

1 A rival	2 A monster	3 A wizard	4 A dragon
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What happens if the sojourners do not acquire the reward?