



1 5 48 8

*"The other route was better..."*








12      3      50

Arena Pit



♣♣♣♣♣♣♣♣♣♣

♠ ♣ ♠ ♣ ♠ ♣ ♠ ♣ ♠ ♣

16 6 8 1 3

The Night Watch

15 I 40

No Corner Gallery of  
Unusual Orientation



  
 6   
  2   
  4I   
  K  
 Guard Rooms  


♣♣♣♣♣♣♣♣ ♠

II      4      7I      4

Living Quarters

The floor plan shows a large rectangular room with a fireplace on the left wall. A doorway leads to a smaller room containing a bed and a desk. Another doorway leads to a bathroom with a toilet and a sink. The walls are decorated with wainscoting.

Catacombs

♠♠♠♠♠♠♠♠♠♠

♦

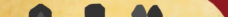




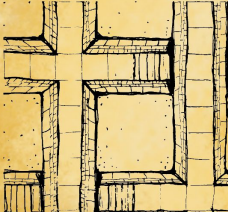
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♦♦

♠

4    1    61    A

Ratstink Sewer

  
 16   
  3   
  31   
  7  
 Weave Junction  


  
 17      3      25      J  
 Ziggurat Temple  


♣♣♣♣♣♣♣♣♣♣

◆     ■     ◆◆     ♣

13    3    55    2

Tears' Torrent

A diagram of the 'Statue Shrines & Font' area. It features a central square font with a cross in the middle. Surrounding the font are four statue shrines, each with a statue. The shrines are labeled with numbers: 9, 1, 90, and 6. Above the shrines is a row of 13 clubs. The text 'Statue Shrines & Font' is written below the diagram.







5 6 12 10

*Bridges at Precipice Steps*

*-B- Joker -B-*

Dice Roll: BAD LUCK

Draw 2 cards

Discard the most favourable result

**Map: Special Card B GM's Choice**

Suggestions: This card has triggered a special event. The next card drawn is a unique "quest" area, ending the dungeon or creating a plot twist. It could be a specific destination or new map of the GM's own design. It might be a change of level, a special exit or a the place of transition - such as magical teleportation. Perhaps an inter-planar vortex rearranges the current map- shuffle and re-deal the cards already on the table.

13 2 95 J

*Hall of Pillars*

*-A- Joker -A-*

Dice Roll: GOOD LUCK

Draw 2 cards

Discard the least favourable result

**Map: Special Card A GM's Choice**

Suggestions: This card has triggered a special event. The next card drawn is a unique "quest" area, ending the dungeon or creating a plot twist. It could be a specific destination or new map of the GM's own design. It might be a change of level, a special exit or a the place of transition - such as magical teleportation. Perhaps an inter-planar vortex rearranges the current map- shuffle and re-deal the cards already on the table.

10 4 45 Q

*Deep Vaults*

*-A- Joker -A-*

Dice Roll: GOOD LUCK

Draw 2 cards

Discard the least favourable result

**Map: Special Card A GM's Choice**

Suggestions: This card has triggered a special event. The next card drawn is a unique "quest" area, ending the dungeon or creating a plot twist. It could be a specific destination or new map of the GM's own design. It might be a change of level, a special exit or a the place of transition - such as magical teleportation. Perhaps an inter-planar vortex rearranges the current map- shuffle and re-deal the cards already on the table.

17 6 100 K

*Death-Span Chasm  
(Widower Leap)*

## Guide/Info Card – for reference only

d20 d6 d100

Draw a card for a random die result\* Card suit & number

### Title for Area

The titles on the cards are intended as prompts, or points of reference for games masters –these can be incorporated into a game's narrative or ignored.

### Geomorph Map of Dungeon Area

Hand drawn map areas. Most areas have 8 exits. The Spade suit depict entrance, transition and optional edge tiles (a row terminus, 2 exits). Everything is purely representational, so the GM gets final say on steps ascending or descending. Spades: this card and the Jokers can be assigned any function by the GM.

\* **Dice Results:** D20 Results are distributed in a relatively even spread with an increased chance of getting a 1 or 20 (for crits/fumbles). Also there is a slightly increased chance of even numbered result. D6 Results are 8x 1to6 (across 48 cards), with an extra 1,3,4&6. D100 (or D%) results are distributed across 52 cards as a repeated series, 0,2,5,8 with extra 01s and 100s (00s) thrown in. If cards are returned to the deck after being drawn, the probability of prediction will not change.

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## Large Joker cards for reference only

*-B- Joker -B-*

Dice Roll: BAD LUCK

Draw 2 cards

Discard the most favourable result

**Map: Special Card B GM's Choice**

Suggestions: This card has triggered a special event. The next card drawn is a unique "quest" area, ending the dungeon or creating a plot twist. It could be a specific destination or new map of the GM's own design. It might be a change of level, a special exit or a the place of transition - such as magical teleportation. Perhaps an inter-planar vortex rearranges the current map- shuffle and re-deal the cards already on the table.