Mapping and filling your rooms are done in 5 easy steps. Start with step 1 and proceed down the list (descriptions and protocols for each step are explained on the following pages).

1. **PASSAGE (ROLL 2D6):**
   2 = Locked Door (Entrance)
   3 = Unlocked Door (Entrance)
   4 = Passage Turns Left
   5 = Passage Turns Left
   6 = Passage Goes Straight
   7 = Passage Goes Straight
   8 = Passage Turns Right
   9 = Passage Turns Right
   10 = Unlocked Door (Entrance)
   11 = Unlocked Door (Entrance)
   12 = Locked Door (Entrance)

2. **TRAP (ROLL 1D6):**
   1 = Trap
   2-6 = No Trap

3. **ROOM SIZE (ROLL 2D6):** Total on 2d6=Number of squares used when drawing your room.

4. **EXIT DOORS (ROLL 1D6):**
   1 = 0 Exit Doors
   2 = 1 Exit Door
   3 = 2 Exit Doors
   4 = 3 Exit Door
   5 = 4 Exit Doors
   6 = 5 Exit Door

5. **ROOM OCCUPANCY (ROLL 2D6):**
   2 = Empty
   3 = Roll once from Treasure Table
   4 = Roll once from Treasure Table
   5 = Roll once from Beast Tables and once from Treasure Table
   6 = Roll once from Beast Tables and once from Treasure Table
   7 = Roll twice for Room Occupancy
   8 = Roll once from Beast Tables and once from Treasure Table
   9 = Roll once from Beast Tables and once from Treasure Table
   10 = Roll once from Beast Tables
   11 = Roll once from Beast Tables
   12 = Empty

1. **PASSAGE:** Perform a passage roll each time you travel from a room. Each Passage Roll=l square travelled. Map 1 square at a time for every roll Oeft, right or straight) until your roll results in an Unlocked/Locked Door (Entrance). From here; travel stops and Step 2 (Traps) is followed:

2. **TRAP:** Perform a trap roll before opening an entrance door. If the entrance door is not trapped; see Unlocked/Locked Door on page 15. If the entrance door is trapped, Rogue can perform a MODX roll on 4d6 to disarm the trap: If the total on 4d6 is equal to or less than the Rogue's MODX, the trap is disarmed. If Rogue fails to disarm the trap, the party must decide whether or not to open the door because if the door is now opened; the trap is sprung! Should this unfortunate event occur, consult the table below …

   Note: All effects from the sprung trap shall be dealt with before your party is allowed to enter the room.

TRAP TABLE (2D6):

2. Death Trap!*

3. Explosion: 3d6 DM upon all party members (for DM; roll once for the entire party)

4. 1d6 Arrows: Each arrow=1d6 DM upon 1 party member

5. Shower of Acid: 1d6 DM upon all party members (for DM; roll once for the entire party). See Protocol for Acid DM

6. Falling Rocks: 2d6 DM upon all party members (each party member rolls for individual DM)

7. Toxic Cloud: 1d6 Health Drain (for DM, roll once for the entire party; see protocol for Health Drain)

8. Giant Spear: 1d6+3 DM upon 1 party member

9. Pendulum Blade: 2d6 DM upon 1 party member

10. 1d6 Venom-tipped Darts: Each dart=1d6 DM upon 1 party member. See Protocol for Venom

11. Explosion: 3d6 DM upon all party members (for DM; roll once for the entire party)

12. Death Trap!*

   *Should a Death Trap be triggered; the party becomes enclosed in a magical cage that encompasses their current square mapped upon and … a Death Dealer appears! This magical cage is impenetrable and will disappear only when the Death Dealer has been vanquished. If and when this happens, the party may now enter the room …