

## **QUEST**

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

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### **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 SPELCASTER
- 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!)

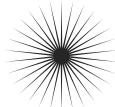
Roll a d6	MONSTER	TRAP	HAZARD
1			
2			
3			
4			
5			
6			

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

**VILLAIN**

**POWERS**

**SERVANTS**



*Notes* —