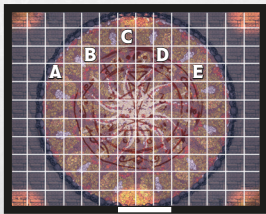


# MAIN HALL

The grand hall of mighty kings and lords has hosted great feasts, ceremonies and matters of state.

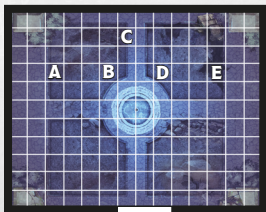


OBJECTIVE ROOM



# COURTYARD

Abandoned for generations, this once-pristine courtyard has fallen into a state of disrepair and ruin.

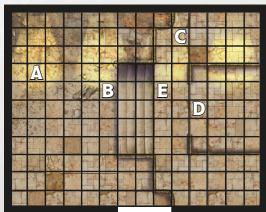


OBJECTIVE ROOM



## CENTRAL CHAMBER

At the heart of the labyrinth-like temple is the Central Chamber. Within its walls, cultists and devotees gather to kneel at the words of their high priests.



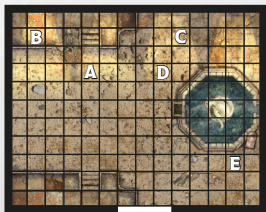
---

**OBJECTIVE ROOM**



# FOUNTAIN HALL

The fine marble steps and beautifully designed fountain show off the wealth and dedication of the temple's followers, but does something more sinister lurk below its surface?

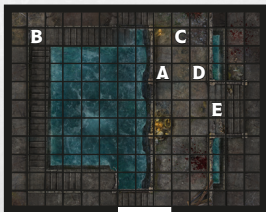


**OBJECTIVE ROOM**



# CISTERN ROOM

Beneath the city lays a maze-like sewer system. This large cistern is an ideal breeding ground for dangerous creatures and ancient evils.



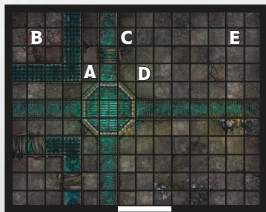
---

**OBJECTIVE ROOM**



# SEWER CROSSING

Within the city's sewers, nightmare creatures and deranged cults lurk. At this crossing you can chance upon any number of dangers.



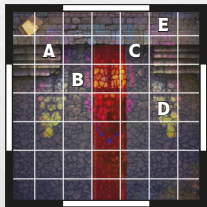
---

**OBJECTIVE ROOM**



# CHAPEL

The castle's chapel is a place of prayer and worship. Behind this veneer, could something more ominous be afoot?

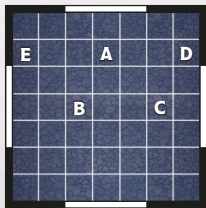


DUNGEON ROOM



# ENTRANCE

Leading to another part of the castle, this unassuming entrance is an ideal place to ambush unsuspecting adventurers.



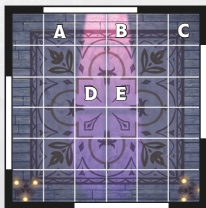
DUNGEON ROOM





# BEDROOM

This luxurious room serves as the master bedroom. What secrets could be hiding under the fine rugs and furniture?

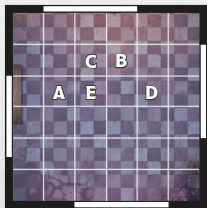


DUNGEON ROOM



# KITCHEN

The sound of bubbling stews and the smell of sizzling meat fill the room. You better hope that's only venison in the pot.

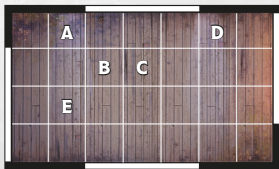


DUNGEON ROOM



# MODEST ROOM

This room could have had any number of uses. From the kitchen's larder or pantry, to the servants quarters, or the caretaker's storage room.



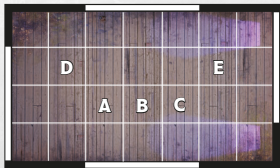
---

**DUNGEON ROOM**



# BARRACKS

This simple room is used to house the castle guards. It provides them with rest and respite after a weary day of duty.

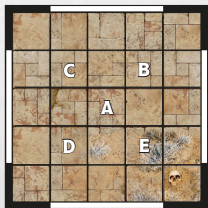


DUNGEON ROOM



# ABANDONED HALL

An eerie silence fills the room, and those who enter feel a sudden pang of dread. For what reason has this hall been abandoned?

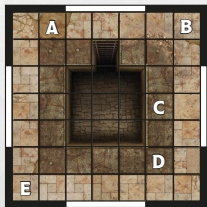


DUNGEON ROOM



# PITFALL CHAMBER

Many thieves and adventures have met their doom, plummeting into the pit below. What secrets is such a trap guarding?



---

**DUNGEON ROOM**



# CRUMBLING HALL

Left abandoned for generations, this hall is now a shadow of its former self. It is only a matter of time before the walls crumble in on themselves.



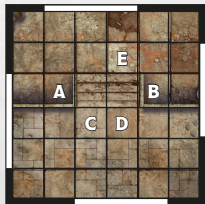
---

**DUNGEON ROOM**



# LIVING CHAMBER

After completing their duties, the temple's acolytes will retire to this chamber for relaxation and quiet contemplation.



---

**DUNGEON ROOM**





# ALTAR ROOM

Upon the altar, offerings are made to benevolent deities or sacrifices made to unspeakable gods.



DUNGEON ROOM



# STAIRWAY

The smooth marble steps lead further into the maze-like temple complex.



DUNGEON ROOM



# CELL

These underground cells are used by city guards and bandits to imprison meddling intruders or violent criminals.

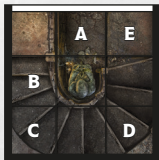


DUNGEON ROOM



# STAIRWAY

The winding staircase leads further down into the murky sewers below, or offers a welcome escape to the streets above.

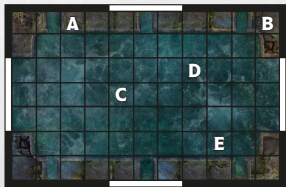


DUNGEON ROOM



# DARK WATERS

The pitter-patter of the occasional water drop that echoes through the chamber is far less unnerving than the ripples of movement coming from beneath the water.

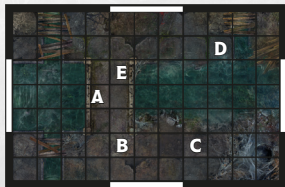


DUNGEON ROOM



# MONSTER LAIR

Only the brave or foolish enter this chamber that has long since been overrun by monstrous vermin, hideous creatures, and nameless monstrosities.

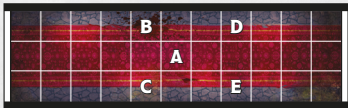


DUNGEON ROOM



# CORRIDOR

One of the castle's long and impressively built corridors that links room to room.

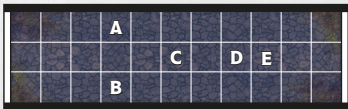


PASSAGEWAY



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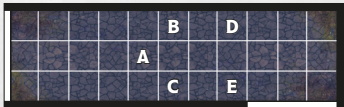
PASSAGEWAY





# TURN

One of the castle's long and impressively built corridors that links room to room. Unlike other corridors, this leads to a room to its side.

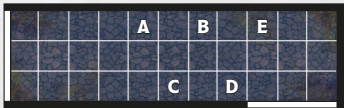


PASSAGEWAY



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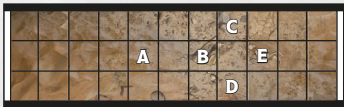


PASSAGEWAY



# CORRIDOR

The marble flagstones span down the corridor linking the many temple chambers together.



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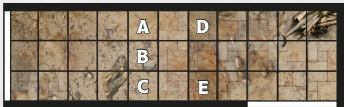


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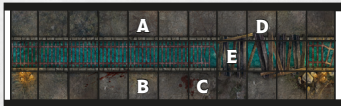


PASSAGEWAY



# CORRIDOR

This cold, filth-ridden corridor runs under the city streets and leads to the sewer's larger working rooms.

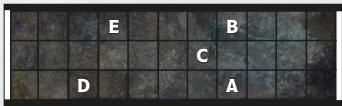


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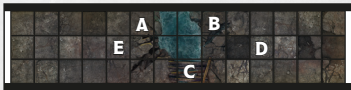
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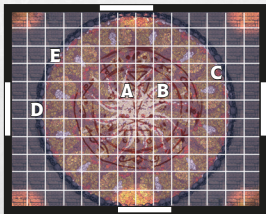


PASSAGEWAY



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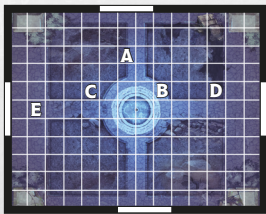


MASTER ROOM



# COURTYARD

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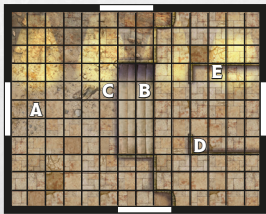
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**MASTER ROOM**



## CENTRAL CHAMBER

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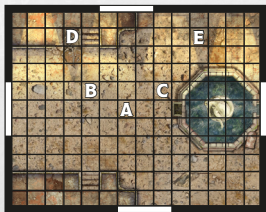
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**MASTER ROOM**



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---

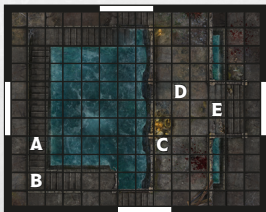
**MASTER ROOM**





# CISTERN ROOM

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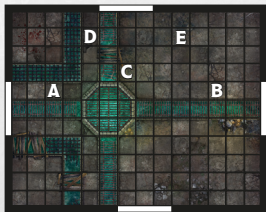
---

**MASTER ROOM**



# SEWER CROSSING

Within the city's sewers, nightmare creatures and deranged cults lurk. At this crossing you can chance upon any number of dangers.



---

**MASTER ROOM**



## DEAD END

You search the room as much as you can, but there are no doors or passageways out of the chamber. You have come to a dead end and must retrace your steps carefully.

---

*The next room or passageway placed is a Dead End and has no further doors. Ignore this if there are no alternative routes yet for the players to back track to.*

---

## UNEXPECTED TWIST

# T-JUNCTION

At the end of the passageway are two doors. Choose your direction wisely.

---

*The next passageway placed is a T-Junction and has two doors at either side. Set up the T-Junction as described in the **Dungeon Generator Rulebook**.*

---

## UNEXPECTED TWIST

# RAMPARTS

You are greeted by a set of stairs that lead to an elevated rampart. You must ascend them to continue your adventure.

---

*The next passageway placed is a Rampart. Set up the Rampart as described in the **Dungeon Generator Rulebook**.*

---

**UNEXPECTED TWIST**

# MEZZANINE

As you venture up the staircase, you find it leads you to a large mezzanine level.

---

*The next room placed is a Mezzanine. Set up the Mezzanine as described in the **Dungeon Generator Rulebook**.*

---

## UNEXPECTED TWIST

## **WANDERING MERCHANT**

This shifty salesman has all manner of useful or exotic goods.

---

*Place a salesman in the current room or passageway. He can have any manner of suitable goods to sell or trade. The DM is encouraged to decide what items he sells and any conditions for the sale.*

---

## **UNEXPECTED TWIST**

# BOUNTY

A creature that has plagued a local town has wandered into the dungeon. It has a high price on its head.

---

*Place a suitably levelled single Boss monster in a randomly drawn Dungeon Room from the used Dungeon Cards. The DM should place a reward of an appropriate level for the creature.*

---

## UNEXPECTED TWIST



# BOUNTY

A wanted gang is hiding out in the dungeon. They are wanted dead or alive.

---

*Place a suitably levelled group of Low Threat models and one Elite model in a randomly drawn Dungeon Room from the used Dungeon Cards. The DM should place a reward of an appropriate level for the creature.*

---

## UNEXPECTED TWIST

## **SCOUTING PARTY**

You send a party to sneak ahead in order to ambush your adversaries.

---

*The next time you encounter enemies, you can decide to rearrange the spawn positions of the enemy models.*

---

## **UNEXPECTED TWIST**

## **REINFORCEMENTS**

Your enemies have summoned reinforcements and they are hot on your heels.

---

*Place suitably levelled Minion models in a randomly selected room or passageway from the used Dungeon Cards. They move forwards one room at the end of every turn until they reach the room the party is in. Place them as close to the door as possible. Then the encounter takes place as normal.*

---

## **UNEXPECTED TWIST**

## **TELEPORTATION PAD**

These pads are used by sorcerers to quickly move from the room to any other room.

---

*In the next room or passageway, there is a Teleportation Pad that links to a randomly selected room or passageway from the used Dungeon Cards. The players can spend an action to jump between pads.*

---

## **UNEXPECTED TWIST**

## **EXCRUCIATING HEAT**

The heat hits you like a wall. Without refreshment, your movements become clumsy as you wipe the dripping sweat from your brow.

---

*In the next room or passageway, the Fighters and Paladins suffer movement or agility penalties unless they have suitable items to help them. A DM can simply halve their movement if their system doesn't have suitable penalties.*

---

## **UNEXPECTED TWIST**

## LOOSE FLAGSTONES

The flagstones under your feet wobble and chip away. You soon feel a breeze coming up from the floor. Where the flagstones have fallen, you can see a deep abyss.

---

*The current room or passageway is unstable, and tests must be made if the party is to re-enter it and retrace their steps. Each time a dungeoneer enters, they must roll a 4+ on a D6 or gain a Condition Marker.*

---

## UNEXPECTED TWIST

## ELDRITCH MIASMA

The air becomes eerily thick and oppressive. A sudden feeling of despair overcomes the spellcasters in your party.

---

*Heroes attempting to cast a spell suffer penalties while in the next room placed. If your system has no suitable penalties, the players need to roll a 5+ on a D6 whenever they wish to cast a spell. Failure results in the spell being unable to cast.*

---

## UNEXPECTED TWIST

## UNHOLY AURA

In times gone, this room had been used as a site for unholy rituals or hideous acts of heresy.

---

*Paladins and Clerics suffer penalties when attempting to use their holy powers in the next room placed.*

*If your system has no suitable penalties, the players need to roll a 5+ on a D6 whenever they wish to use their power. Failure results in the them being unable to use their powers.*

---

## UNEXPECTED TWIST



## **REINFORCED DOOR**

The door opposite must have once been used to protect wealth behind it, or maybe to hold in a powerful prisoner.

---

*It will take time, strength or talent to get through the door in the next placed room. If your system has no suitable rules for this door, it can only be opened on a roll of 5 or 6 on a D6. Barbarians gain +1.*

---

## **UNEXPECTED TWIST**

## TREASURE TROVE

Piles of gold and jewels spill out across the floor and chest burst with countless treasures.

---

*Additional treasures are found when discovering or search the next room placed. The DM can select any appropriate items or currency for the dungeoneers to find.*

---

## UNEXPECTED TWIST

# ARMOURY

Great racks of weapons and armour are aligned, still glittering in their splendour.

---

*When searching the next room placed for treasure, one randomly decided standard or magical armour piece or weapon is always discovered.*

---

**UNEXPECTED TWIST**

## TRAPPED SPIRIT

The apparition floats around the room, letting out a harrow moan for aid.

---

*In the next room or passageway placed the players can ignore or talk to the spirit. The DM can use this to further the narrative campaign or include a side quest. The DM can use any suitable unused Unexpected Twist cards as a side quest or create their own.*

---

## UNEXPECTED TWIST

## **MAGICAL PORTAL (BLUE)**

This magical portal can transport those who enter into a far-off location.

---

*One of the doors in the next room or passageway is a Magical Portal. Dungeoneers can enter the Magical Portal following the rules described in the **Dungeon Generator Rulebook**.*

---

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This magical portal can transport those who enter into a far-off location.

---

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---

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---

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---

## **UNEXPECTED TWIST**



# CAPTIVE

A scream for help echoes through the corridor.

---

*Place a captive in the centre of the next room where an encounter is faced. If the dungeoneers can save the captive without them dying, they may gain additional XP, information or another suitable reward.*

---

## UNEXPECTED TWIST

# TRAPSMITH

The dungeon is filled with traps.  
For a fee, this trapsmith will  
accompany you for a while.


---

*If the dungeoneers pay a suitable price, they may ignore the next Trap test in this dungeon. The DM is encouraged to haggle or negotiate the trapsmiths fees.*

---

**UNEXPECTED TWIST**

**UNEXPECTED TWIST**



**UNEXPECTED TWIST**

A rectangular box with a black border, containing a smaller white rectangular area. Small blue squares are positioned at the top-left and top-right corners of the box.

A large empty rectangular box with a black border.



A large empty rectangular box with a black border.

---

**UNEXPECTED TWIST**



**UNEXPECTED TWIST**