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Adventure Map Creator

Cut out the vulcano moutains and roll both a d20 and d12. Place the vulcano mountains on a tile where the numbers cross. Use some glue to keep the tile in place.

Cut out the forest and roll d20 & d12 to place it on the map. If that tile is already occupied, roll again. Cut out the lake and roll d20 & d12. Cut out the river bits and place them so the river flows from the vulcano mountains to the lake. Place it any way you like but avoid any occupied locations. Use one of these tiles to connect the river to the lake. Continue to place all the other tiles. Roll again if the location is already occupied.

Draw with a pencil two roads from the castle to the town and village any way you like but avoid any occupied locations. You can use the bridge tiles to cross the river if necessary.

Scenario

The king, old and feeble, offers a great reward to anyone that can bring him the three Sacred Crystals. Legend has it that these crystals are the key to immortality.

The crystals, when combined, emit a dim light that points towards a shipwreck at the bottom of the lake. Heroes can also give the crystals to the king and earn a reward, ending the guest.

Dagger of Immortality

Heroes have to find a way to get to the bottom of the lake and defeat or distract the Giant Squid that guards the shipwreck. Inside lies a small chest containing the Dagger of Immortality. A person killed by this dagger will turn immortal. However, the new immortal knows that he can never sleep. If he does he will die for good.

 Skeletons Rotten Floor and Rats Poltergeist guarding Sacred Crystal Houshroom Guards and Workers Fungus Vines release spores when touched Fungus Brain sitting on top of Sacred Crystal Dobidian Rockwan Rockwen King of the Mountain bathing in boiling water Sacred Crystal hidden in crystal caue Giant Savid and swack of Black Jellyfish 	Encounter Table (2d6) 2 Id2 Beastiven 3 Id6 Lost Souls 4 2d6 Giant Homets 5-9 Nothing 10 Id3 Mountain Jackals 11 2d3 Bandits 12 Old Pedlar Joe