

Be charitable but present new problems

“Your fold puts the portal to the Treasure Room into the room you’re currently occupying, unfortunately it also floods the current room because some of the Well area is in here too.”

Blend room effects together if a fold merges their borders (“The Church of Life’s Holy effect nullifies the Cat-a-Combs’ ability to make undead stronger”)

Take the slope of the paper into account (“Now the entire east wing is leaning at a 45 degree angle!”)

[WILD VARIANT SHIT]

2

CHURCH OF LIFE

(EFFECT: HOLY)
TALKING DOG PRIEST

STASH IT

HELP!

FOYER

C

1

CAT-A-COMBS

EFFECT: NEGATIVITY

1

SPIDER RUN

A space for the couple's free-range spiders [ENTRANCE TO CRAWLSPACE]

2

PORTAL ROOM

TELEPORT TO ANY PORTAL

A: Skeletal archers firing Charm-arrows

B: Ghost of a Happy Relationship, weeping (CHA-save)

C: Huge Female Energy Elemental

T=TRAP

START HERE

RAGE ROOM WITH BROKEN GLASS

(EFFECT: RAGE)

WATER WELL

B

2

HIS

THE COUNTY JUDGE WHO HELD A GRUDGE

LIVING TREASURE

BRIAR PATCH (PLANTS, NEUROTOXIN)

BRER WORM

A

STAIRS UP TO BRIDGE

THE HONORABLE* JUSTICAR VREE SHINN, presiding over the divorce of famed Dark Elven virtuoso **TRANLITH TRAWN** and her cohabitating consort, **QUAVE**, has ordered their shared dungeon abode be divided equally by folding a magical map.

HOWEVER, dastardly adventurers (the player characters) have stolen* this map!

MACHINE ROOM

ACID!

DOOR TO NOWHERE

LABORATORY

METAL GOLEM DEPOT

Na SODIUM

Li LITHIUM

Fe IRON

Pb LEAD

WENDIG

INSECT FLESH

the dungeon

to change

the

can fold*

Players

*In combat situations, allow players to fold the map only if they sacrifice their turn to do it. Also, set a 10 second timer for folds. When the timer expires, the players must stop folding immediately!

The GM reinterprets the map after every fold!

Only things visible on the folded map are real!