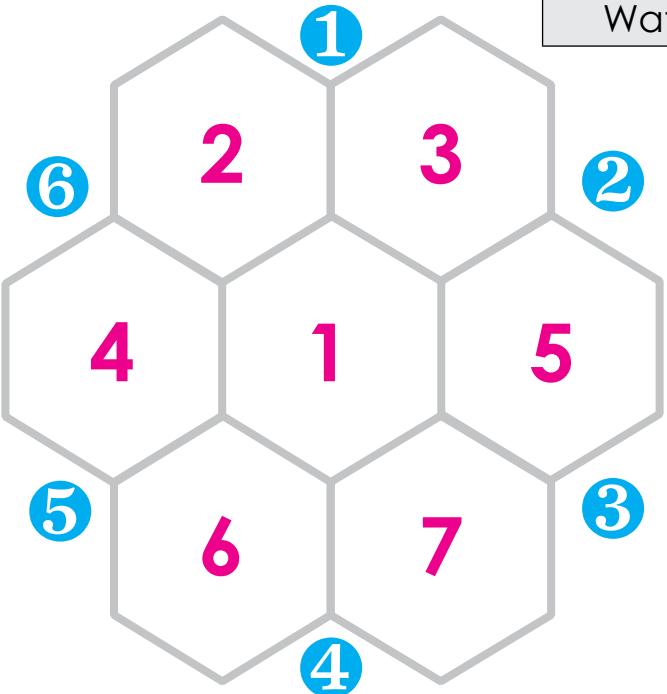


Grim's "All the Dice" Treasure Map Generator

DIE	d4	d6	d8	d10	d12	d20
HEX	1	2	3	4	5	6 and/or 7
1	Dungeon	Whirlpool	Cave	Dunes	Hermit	Plains
2	Hoard	Geyser	Cliff	Grasslands	Monastery	Crater
3	Buried	Sinkhole	Swamp	Moors	Obelisk	Jungle
4	Lost	Rock Slide	Spring	Forest	Statue	Cemetery
5		Lair	Pond	Swamp	Fountain	Battlefield
6		Quicksand	River	Marshes	Crossroads	Road
7			Tunnel	Thicket	Ruins	Port
8			Waterfall	Mesa	Village	Castle
9				Valley	Quarry	Stream
10				Desert	Shrine	Trail
11					Tower	Wreckage
12					Oracle	Boulder
13						Trail
14						Canyon
15						Volcano
16						Fungus
17						Lair
18						Boulder
19						Fissure
20						Temple



Use the die results to create a map with each result providing a landmark, obstacle, or destination on the map. The Treasure is always located in Hex 1 ("X" marks the spot.) Distances between results can be determined any way you choose. If the d10 roll is 1-5, fill Hex 6, if the result is 6-10 fill Hex 7. One of them will be blank or you can use the same result for both. Determine which direction is north using the d6 result and the numbered blue dots.